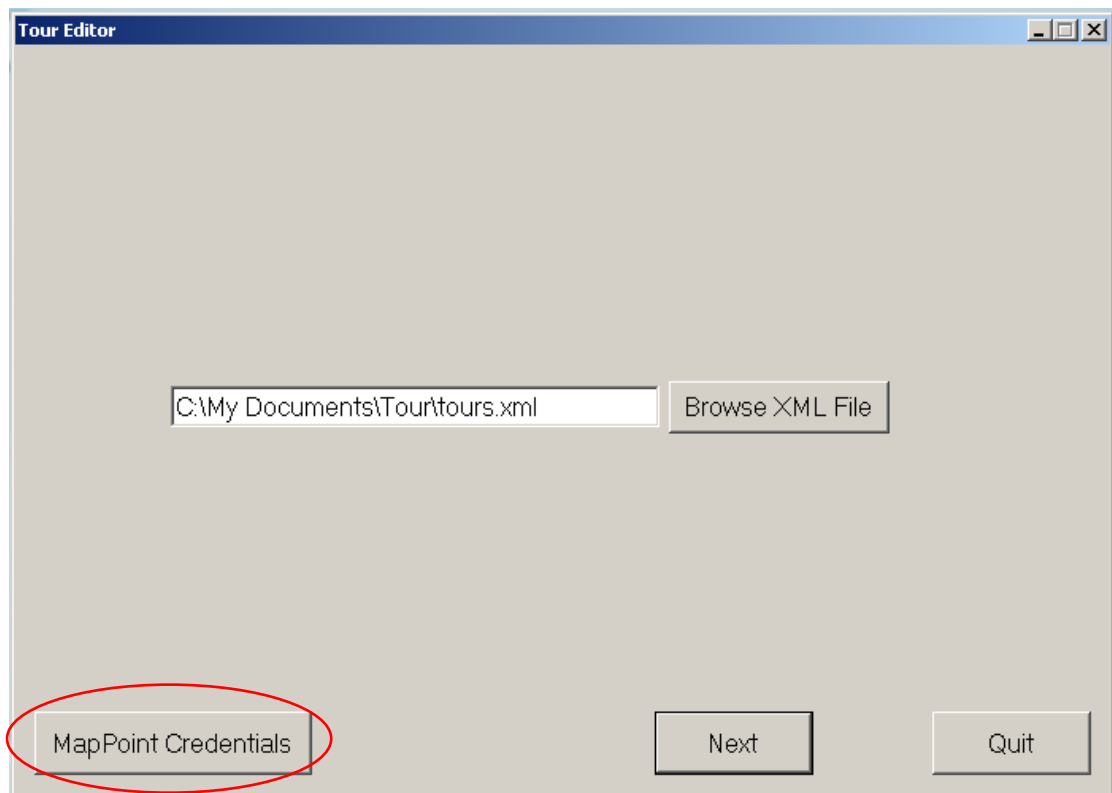


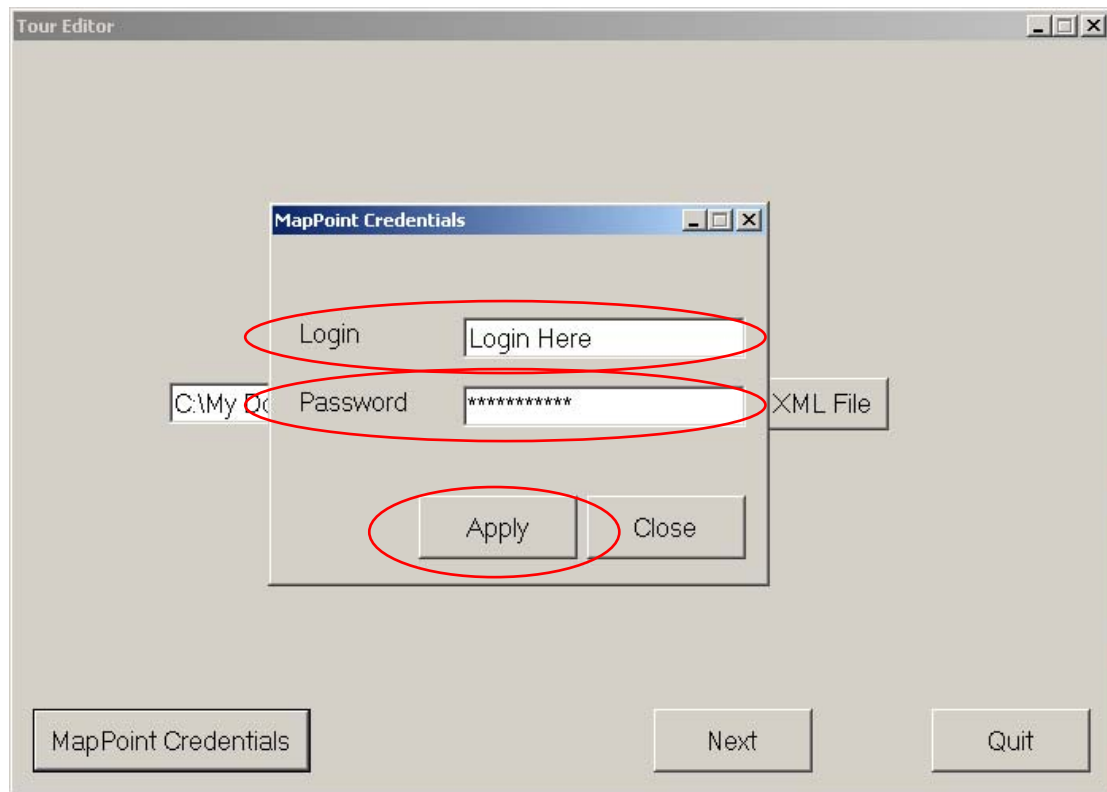
Tour Editor User Guide

MapPoint credentials page

In this page you must enter in the correct Login and Password in order for the Tour editor to function correctly.



1. To set the MapPoint Login and Password select the *MapPoint Credentials* Button. The MapPoint Credentials box will then appear.

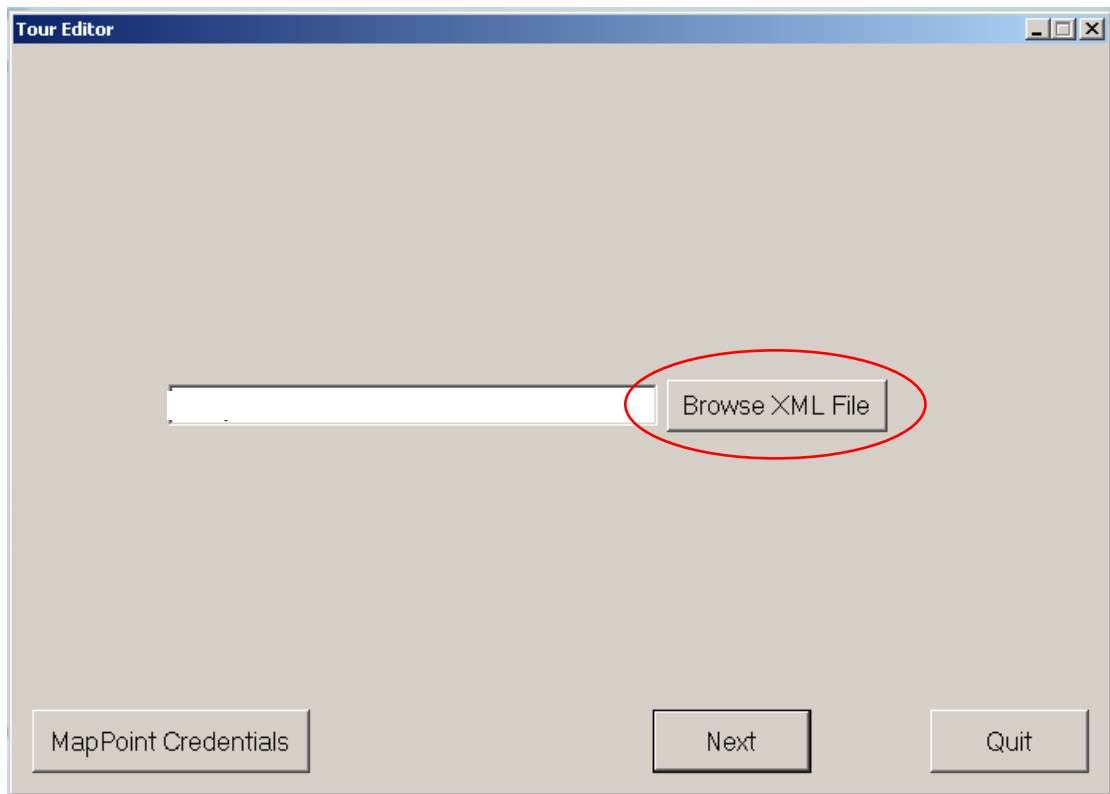


2. Here enter in the login details into the *Login* box. And the Password in the *Password* box.
3. Click the *Apply* button when you are happy with what you have entered. The MapPoint Credentials box will disappear and you will be back at the Set XML page.

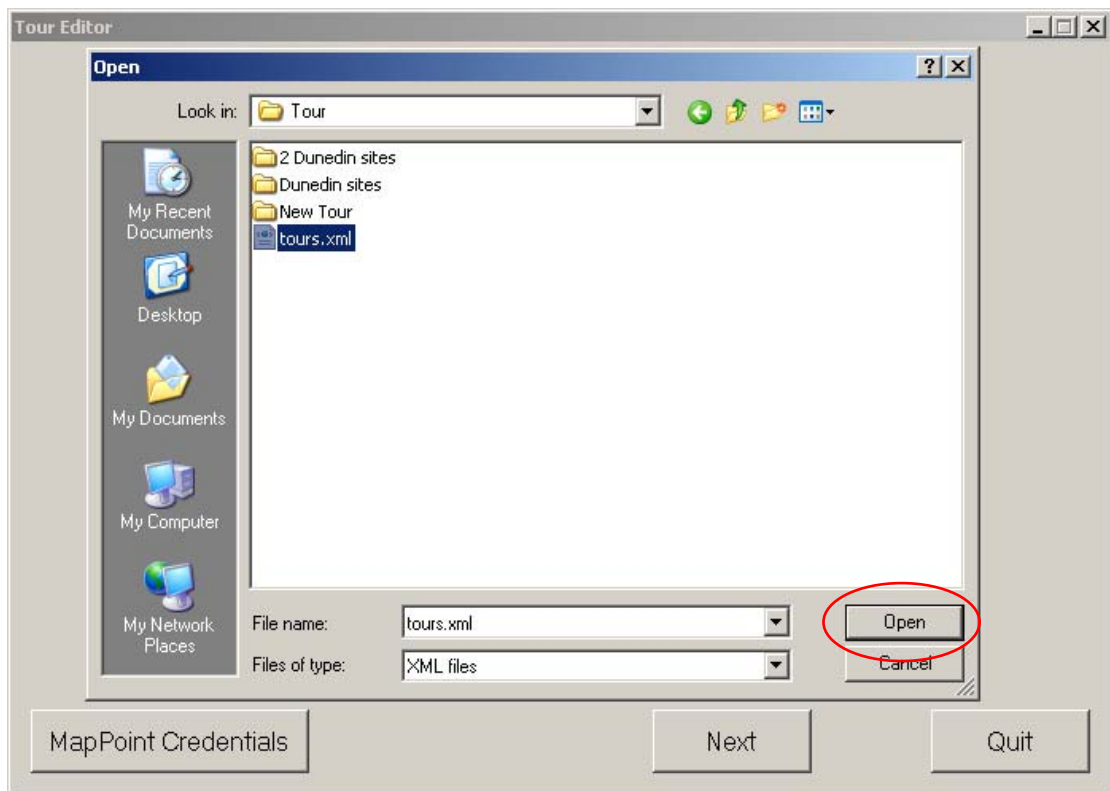
XML page set up

In this page you can browse for the XML files location on disk. The Tour Editor needs to point to an XML file in order to work.

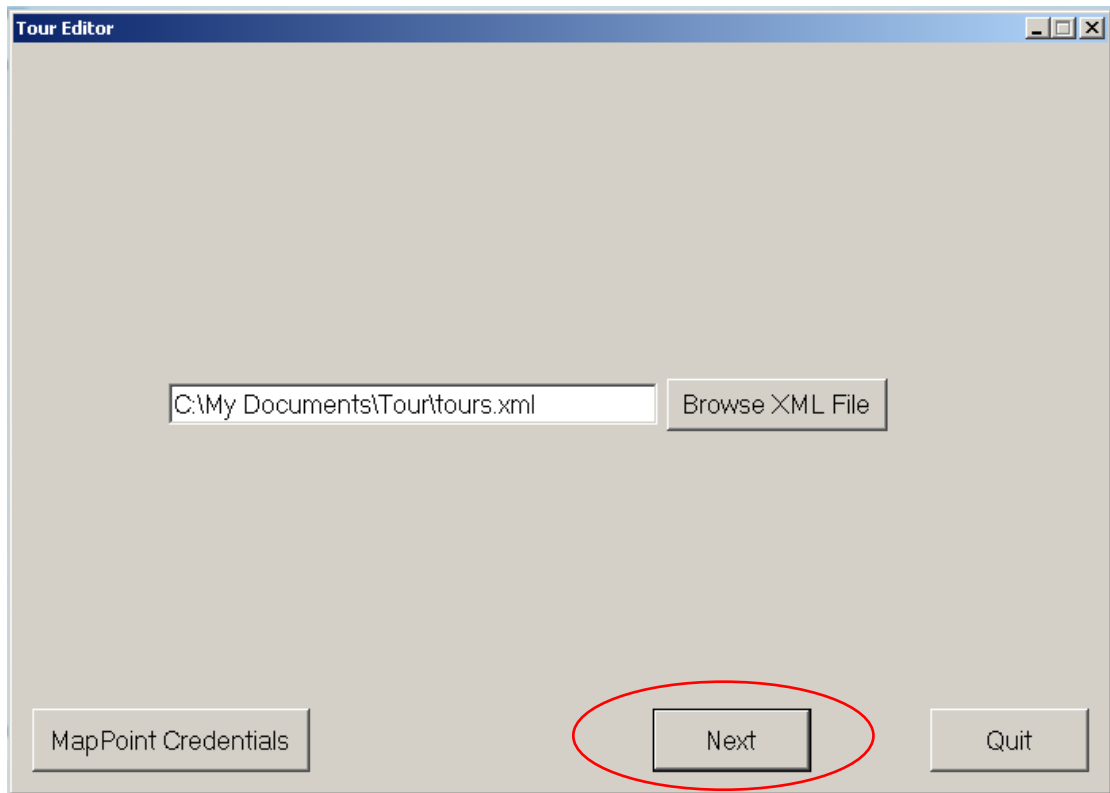
Note: Do Not Delete the XML file.



1. To find the XML file click the *Browse XML File* button. Once clicked on a dialog box will open.



2. Navigate to the XML file that you want to use then select the *Open* button. The dialog box will disappear and the name of the XML file will be displayed in the box.



3. Select the Next Button to continue.

Creating a new tour

1. If you haven't already entered your MapPoint credentials do so now. (See enter MapPoint credentials.)
2. Select Create New Tour and press Next.

The screenshot shows the 'Tour Editor' window with a blue title bar. Inside, there are several radio button options. The first option, 'Create New Tour', is selected and circled in red. Below it are 'Edit Tour' and 'Delete Tour'. Further down are 'Create New Waypoint in Tour:', 'Edit Waypoint from Tour:', and 'Delete Waypoint'. At the bottom right, there are three buttons: 'Back', 'Next' (circled in red), and 'Quit'.

Tour Editor

☒ Create New Tour

☐ Edit Tour

☐ Delete Tour

☐ Create New Waypoint in Tour:

☐ Edit Waypoint from Tour:

☐ Delete Waypoint

Back Next Quit

3. Enter New Tour Name and press Next.

The screenshot shows the 'Tour Editor' window with the 'Create New Tour' section active. The 'Name:' label is followed by a text input field containing 'New Tour', which is circled in red. Below this is the 'Edit Existing Tour' section with a dropdown menu showing 'Dunedin sites'. To the right is the 'Tour Name' section with a text input field also containing 'Dunedin sites'. At the bottom right, there are three buttons: 'Back', 'Next' (circled in red), and 'Cancel'.

Tour Editor

Create New Tour

Name: New Tour

Edit Existing Tour

Tour Name

Dunedin sites

Dunedin sites

Back Next Cancel

4. Create a new Waypoint or select existing waypoint to add to tour

To create a new Waypoint enter Name and press Next.

Tour Editor

Tour name: Dunedin sites
Waypoint name: New Waypoint

Create New Waypoint

Name:

Select Waypoint from Existing Tour

- ... Otago Settlers Museum
- ... Chinese Gardens
- [-] 2 Dunedin sites
 - ... 2 First Church
 - ... 2 Robbie Burns
 - ... 2 Lawcourts
 - ... 2 Railway Station
 - ... 2 The Old Prison and Police Station
 - ... 2 Otago Settlers Museum
 - ... 2 Chinese Gardens

Back Next Cancel

5.To add an existing Waypoint select the Waypoint from Existing Tour. Then select the waypoint you wish to add and press Next.

Tour Editor

Tour name: New Tour
Waypoint name: First Church

Create New Waypoint

Name:

Select Waypoint from Existing Tour

- [-] Dunedin sites
 - First Church**
 - ... Robbie Burns
 - ... Lawcourts
 - ... Railway Station
 - ... The Old Prison and Police Station
 - ... Otago Settlers Museum
 - ... Chinese Gardens
- [-] 2 Dunedin sites
 - ... 2 First Church

Back Next Cancel

If you have selected an existing waypoint it will show the coordinates that have been assigned to it.

If you have created a new waypoint it will have been give a default location of the octagon you can change this by doing one of the following.

5a. Enter the longitude and latitude coordinates and pressing the set button.

5b. Enter the street address in this format <address>, <postal code>
example: 55 mystery street, 9011.

5c. Click on the push pin and then click on the map where you want to set the waypoint. Note the map can be repositioned by clicking on it will then recenter on that location.

Once the location has been set press Next.

6. All the waypoints for the tour will be display along with the tour route. As this is the first waypoint there is no route.

7. You can select text from other waypoints and or enter new text. If you want to add text from a waypoint you can do this by selecting a waypoint from the Add Text from other Waypoint box. This will populate the Selected Text box with the text from that waypoint which you can copy and paste this into the Add Text box. If you want add new text type it in to the Add Text box or copy and paste it from another document into the Add Text box. The waypoint must have text.
Then press next

Tour Editor

Tour name: New Tour
WayPoint name: New Waypoint

Add Text

Here is where you can enter or change the text for a waypoint

Add Text from other Waypoints

- [-] Dunedin sites
 - First Church**
 - ... Robbie Burns
 - ... Lawcourts
 - ... Railway Station
 - ... The Old Prison and Police Station
 - ... Otago Settlers Museum
 - ... Chinese Gardens

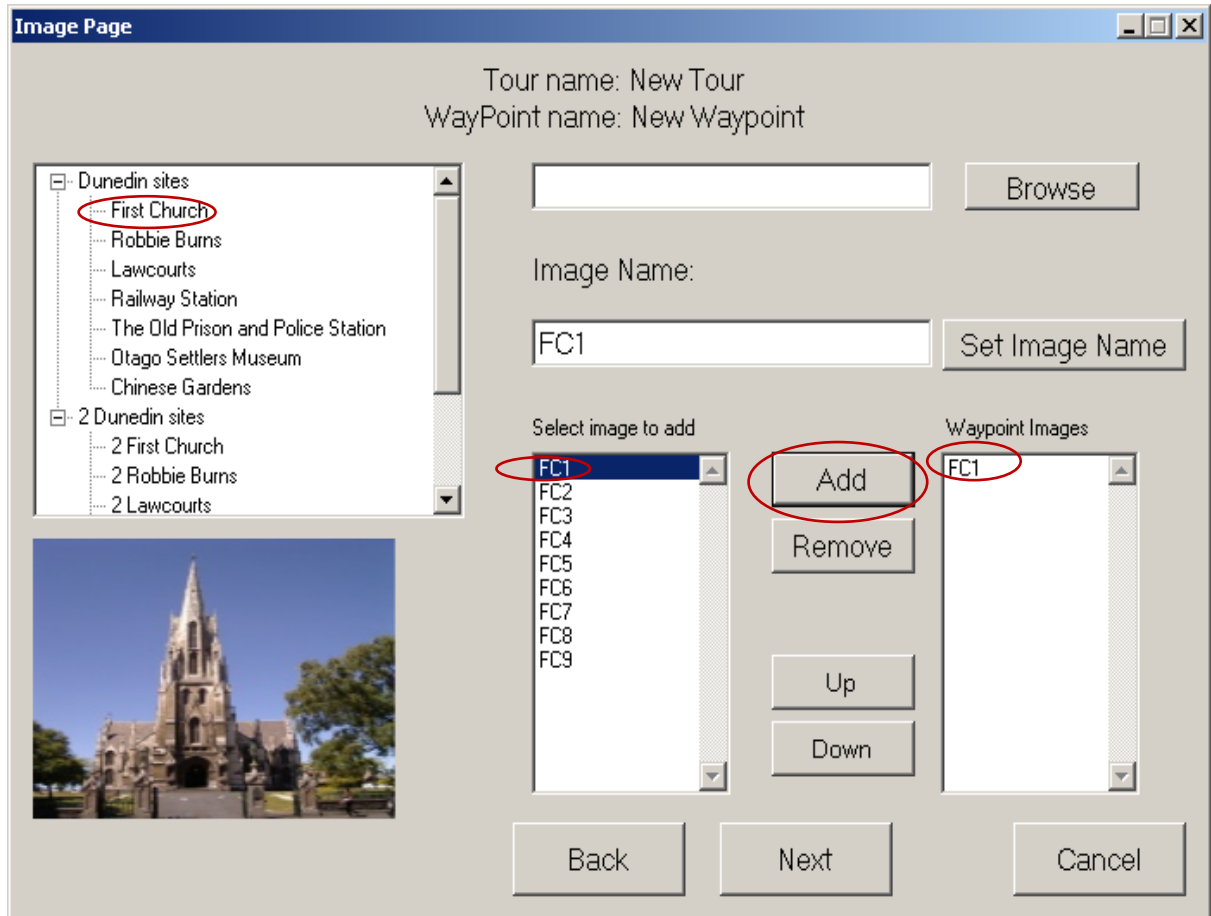
Selected Text

First Church of Otago, designed by Scottish architect RA Lawson who won the competition to design it, opened in 1873. It is widely recognised as the most impressive of all nineteenth century Gothic Revival churches. The delicate and graceful spire can be seen from many different parts of the city. Visit the heritage centre for early photos and information on the Scottish settlement, and the look out

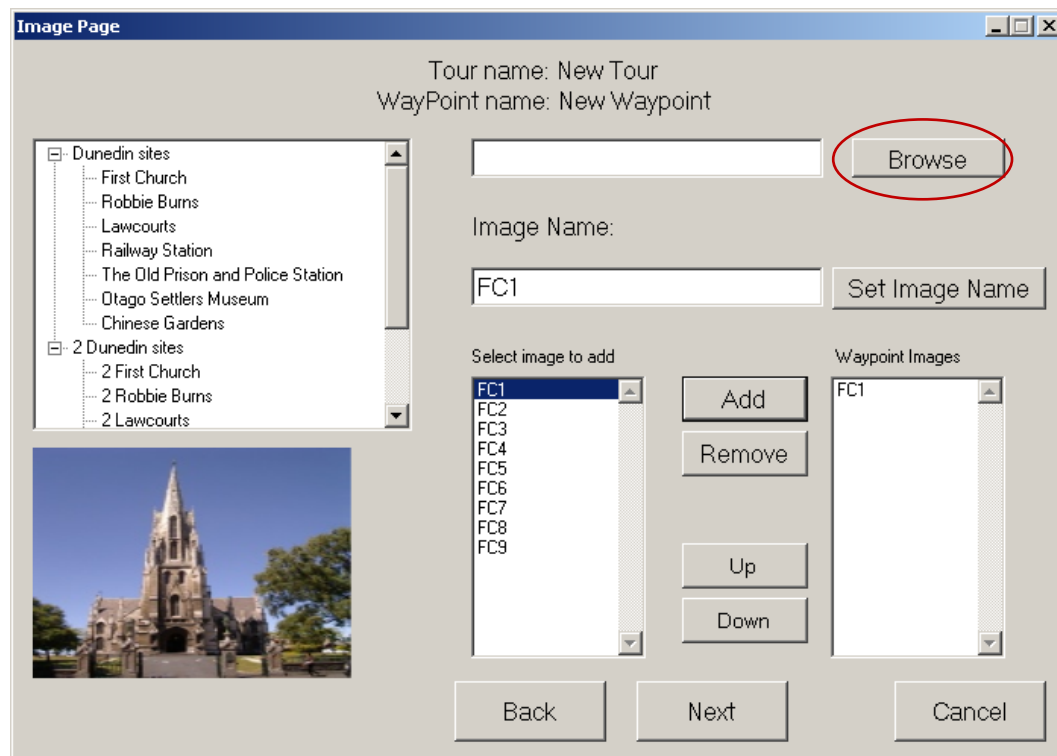
Back **Next** Cancel

8. To add an image you can either add one from an existing waypoint or browse to the image using the browse button.

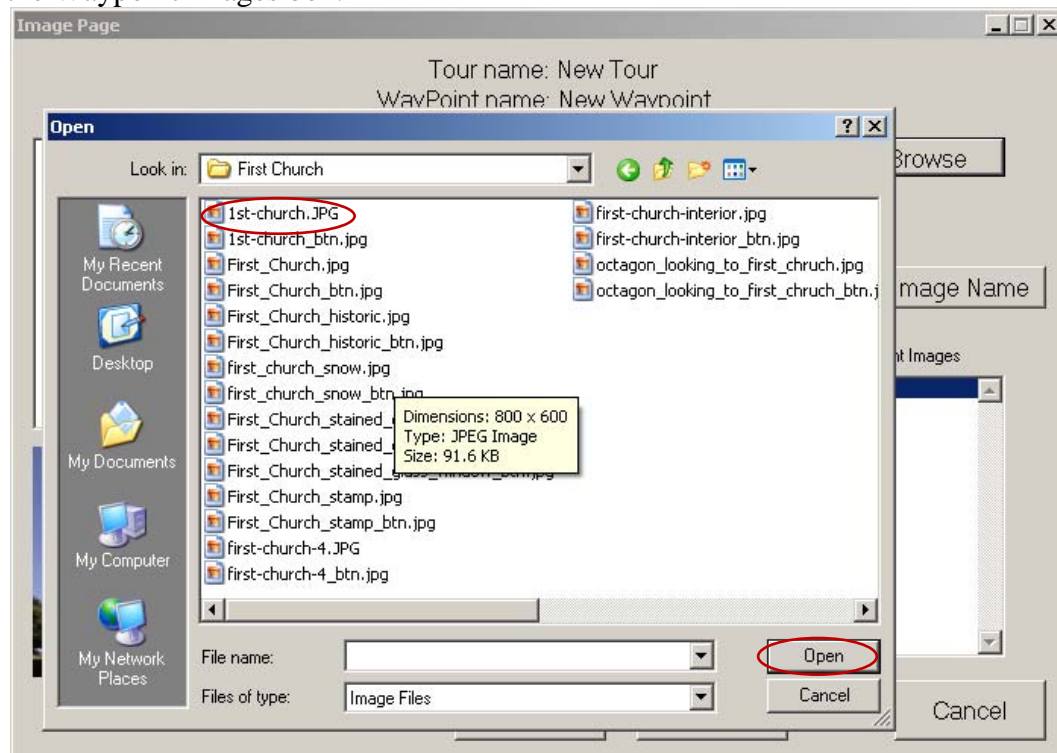
To add images from an existing waypoint select the waypoint from the waypoints box. This will populate the Select image to add box. You can select any image from this list and it will be displayed in the picture box. When you have selected the image you want press the add button. This will add it to the Waypoint Images these are the image for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing images names for that waypoint will be displayed in the Waypoint image box.



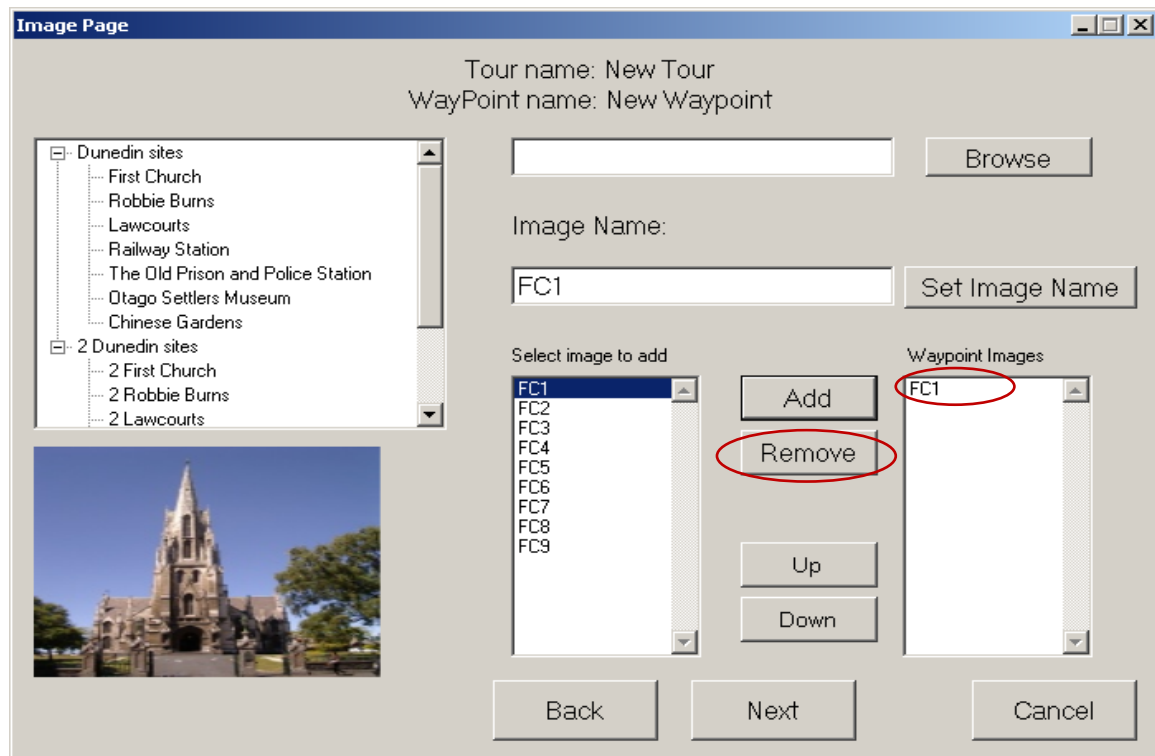
To add an image from a folder press the Browse button this will open a dialog box.



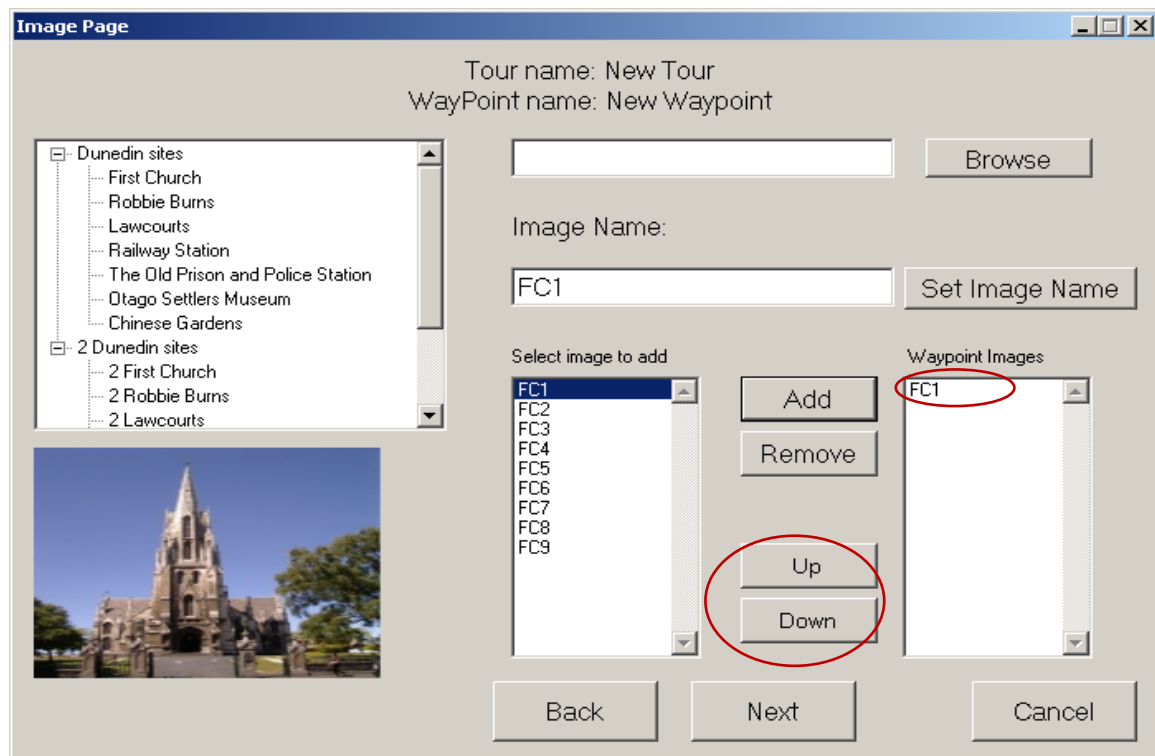
Select the image you want and double click it or press open this added the image to the Waypoint Images box.



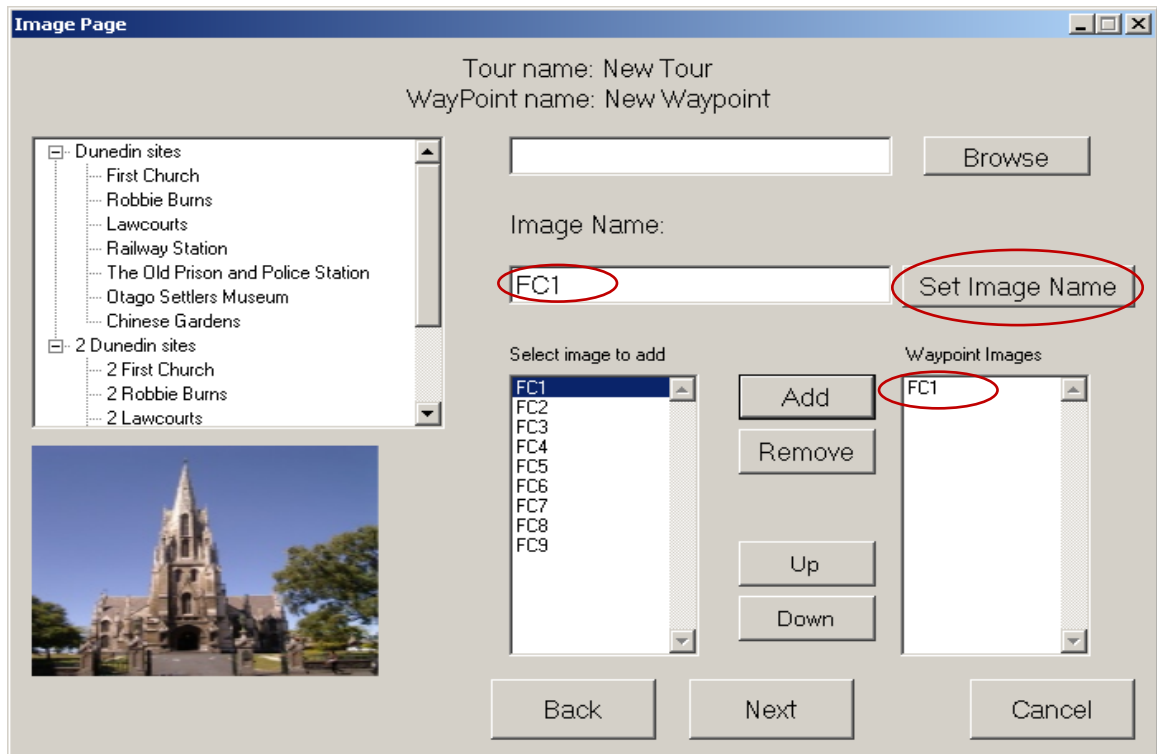
To remove an image select the image in the Waypoint Images box and press remove this will delete the image.



To change the order of the images select the image in the Waypoint Images box you want to move up or down and press the up or down button. Note the first image in the list will be displayed in the waypoint text page of the PDA.



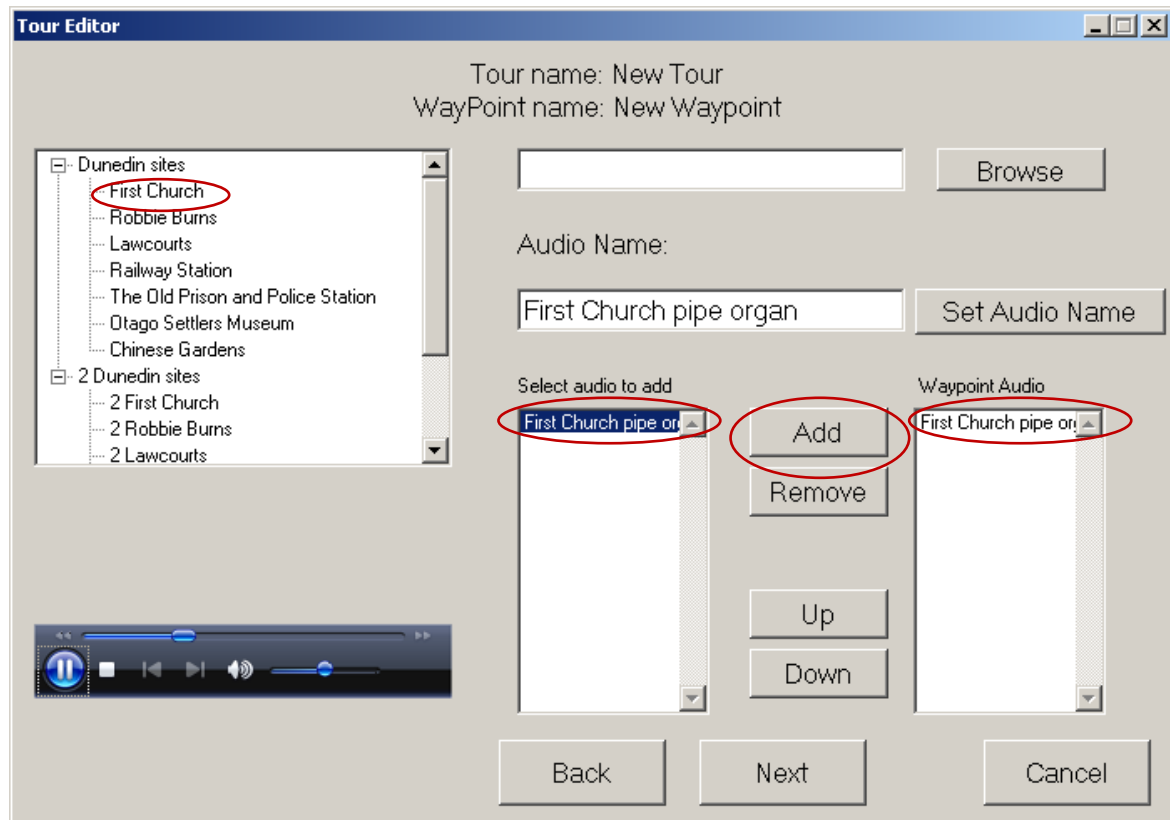
To rename an image select the image in the Waypoint Images box you want to change the name of. The name will be displayed in the Image name text box you can change its name by pressing the Set Image Name button.



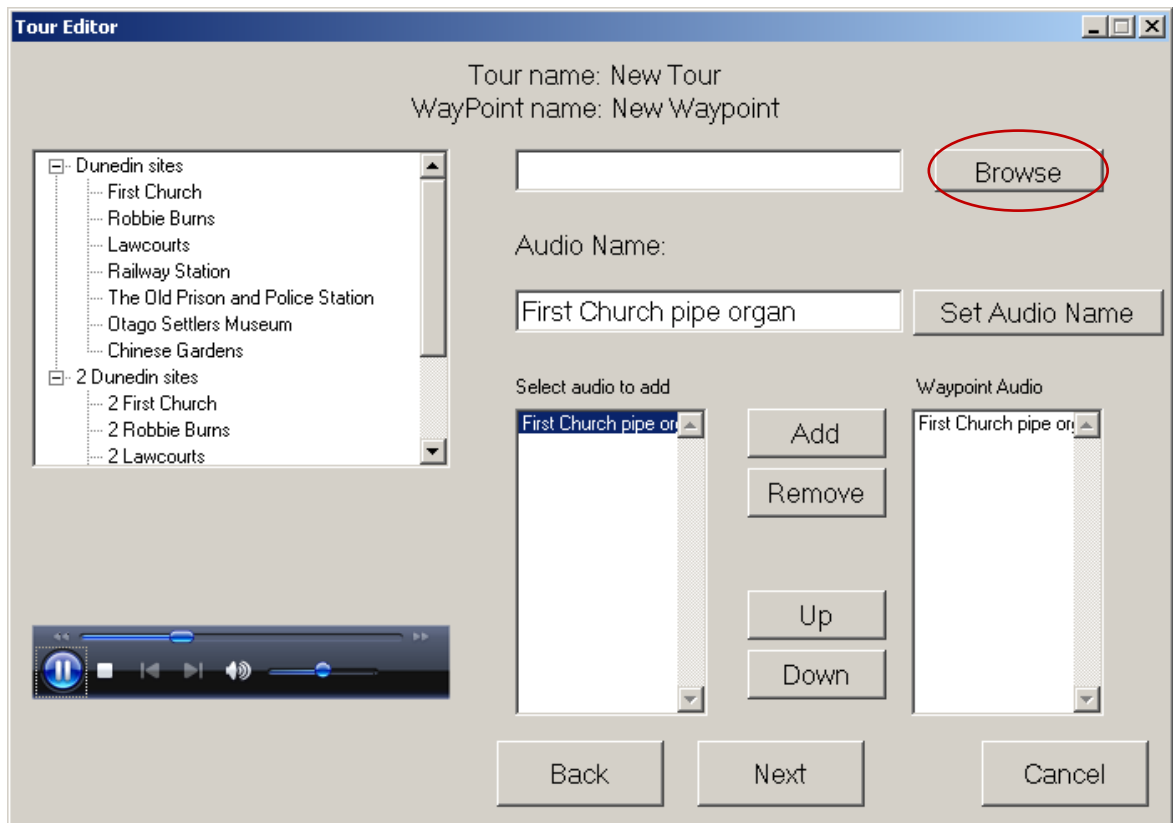
Once you have finish adding, removing, reordering and renaming the images press Next.

9. To add an audio file you can either add one from an existing waypoint or browse to the audio file using the Browse button.

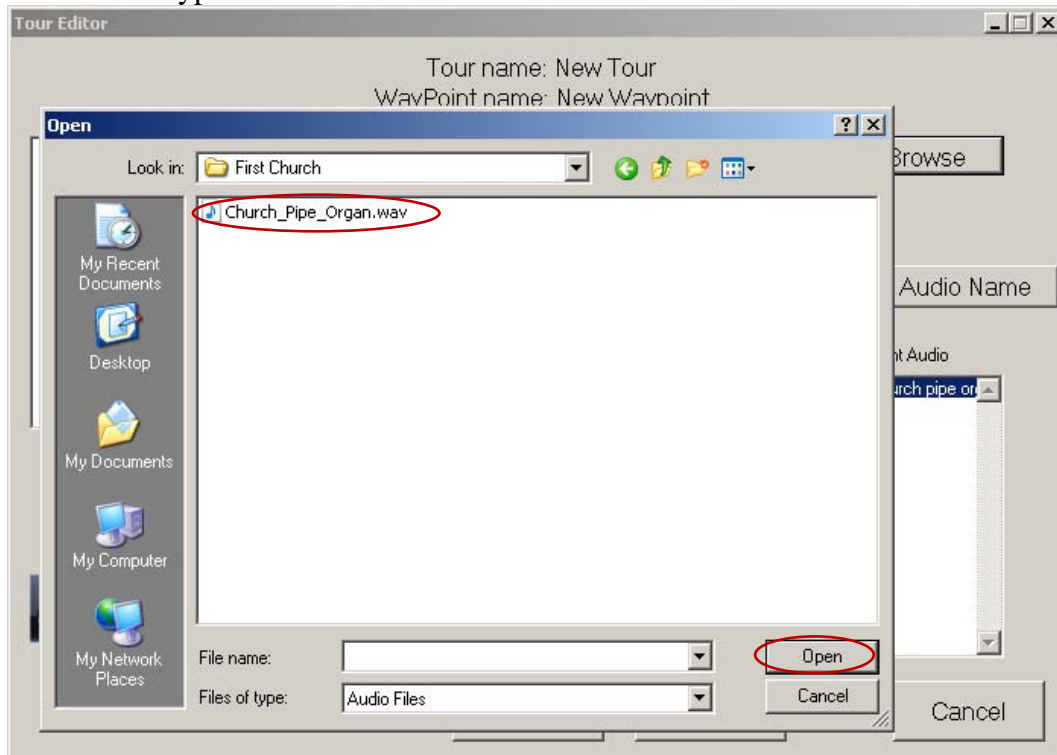
To add audio files from an existing waypoint select the waypoint from the waypoints box. This will populate the Select audio to add box. You can select any audio file from this list and it will be played. When you have selected the audio file you want press the add button. This will add it to the Waypoint Audio these are the audio files for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing audio files names for that waypoint will be displayed in the Waypoint Audio box.



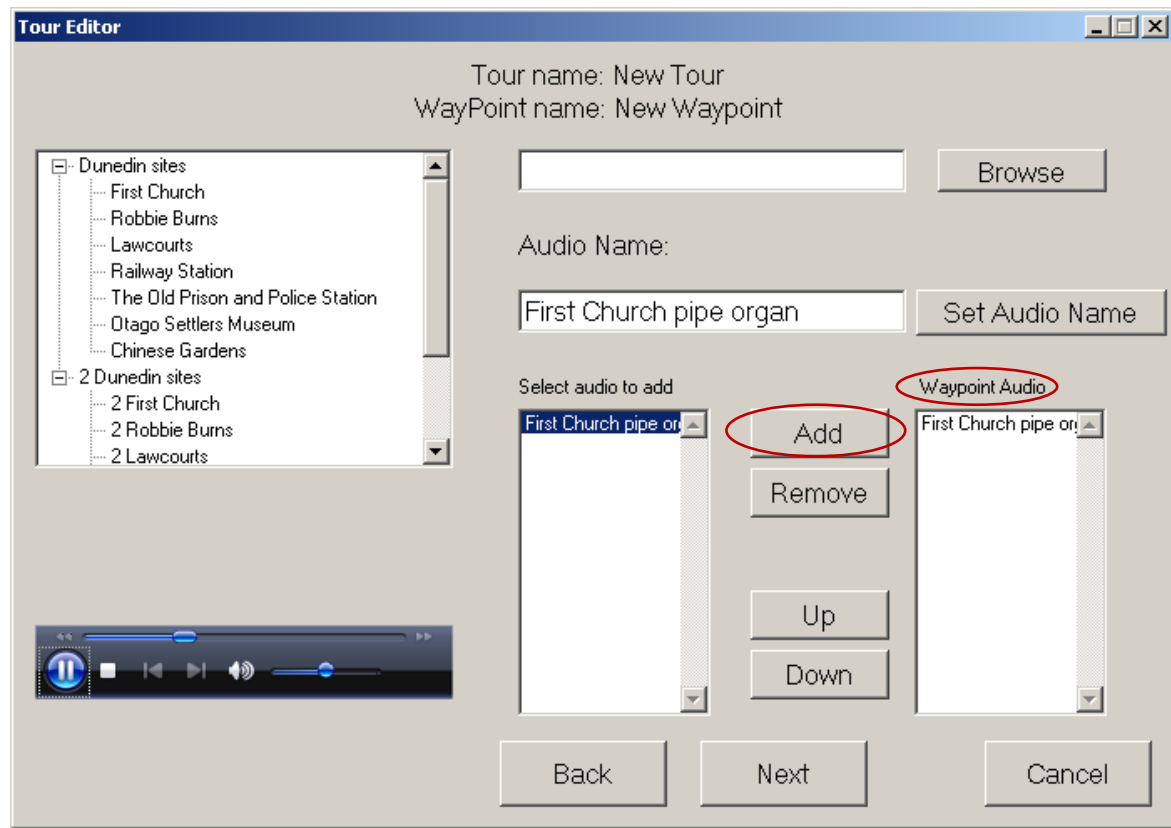
To add an audio file from a folder press the Browse button this will open a dialog box.



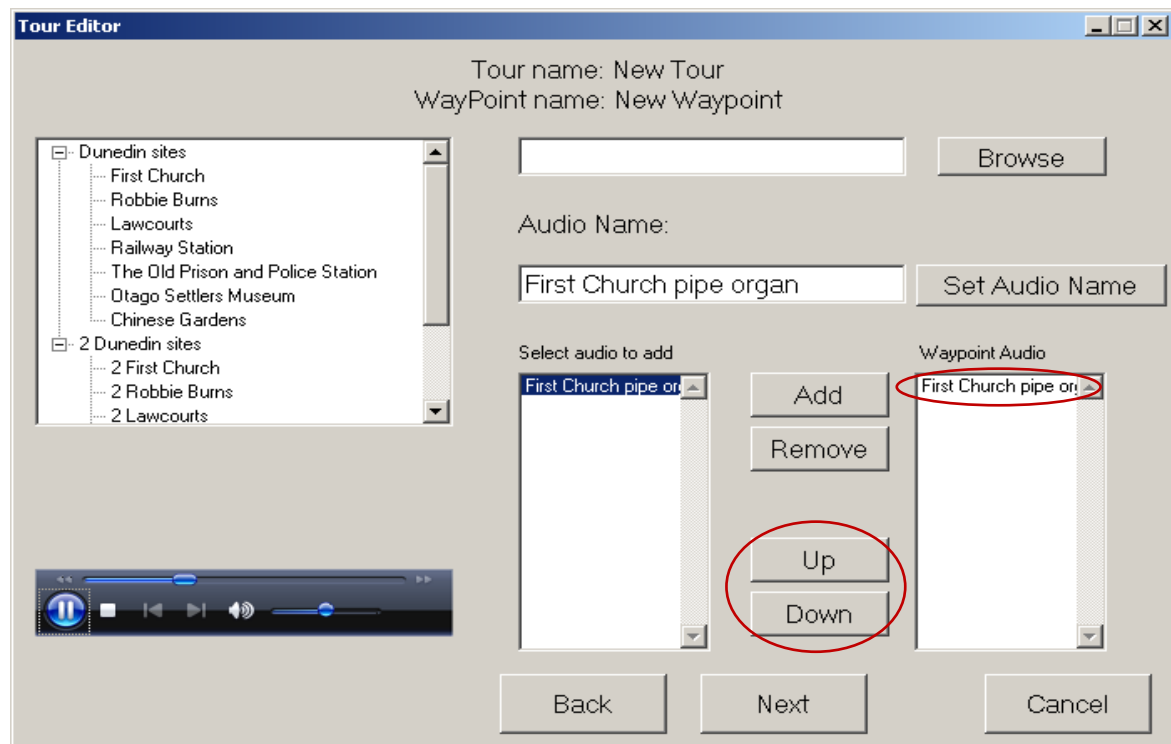
Select the audio file you want and double click it or press open this added the audio file to the Waypoint Audio box.



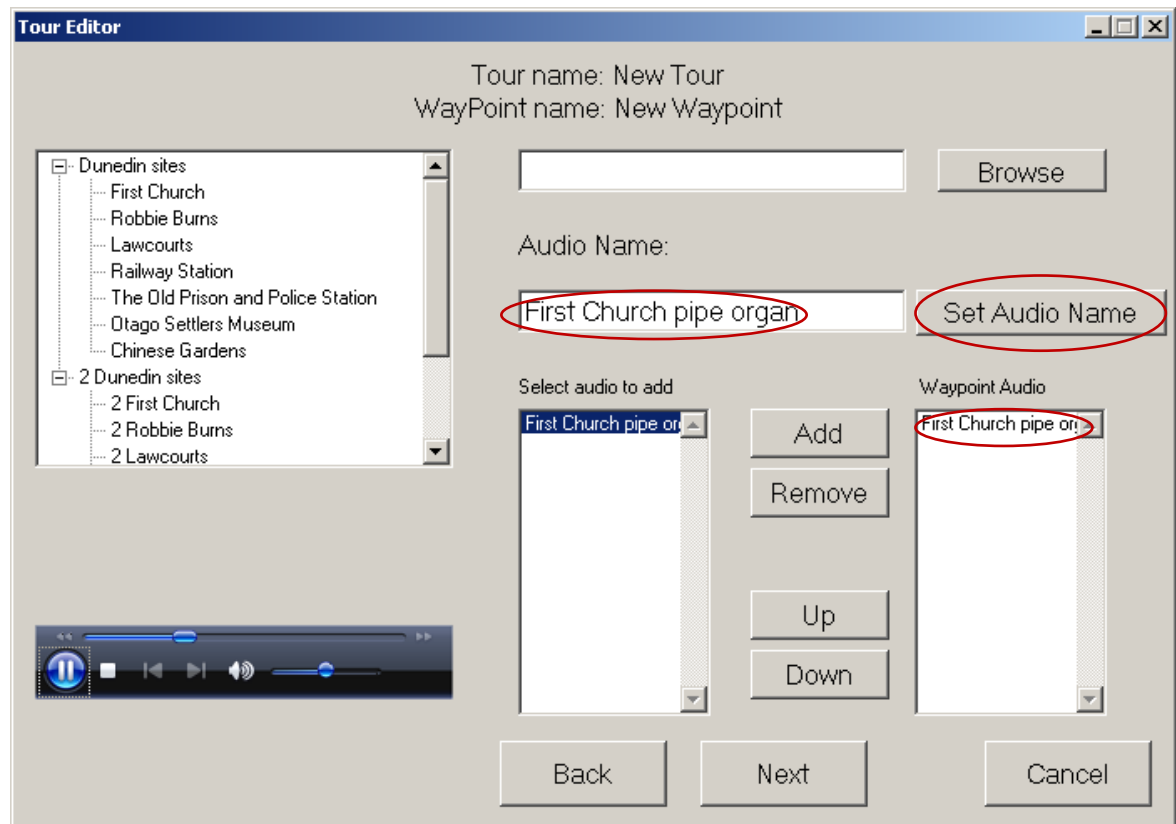
To remove an audio file select the audio file in the Waypoint Audio box and press remove this will delete the audio file.



To change the order of the audio files select the audio file in the Waypoint Audio box you want to move up or down and press the up or down button.



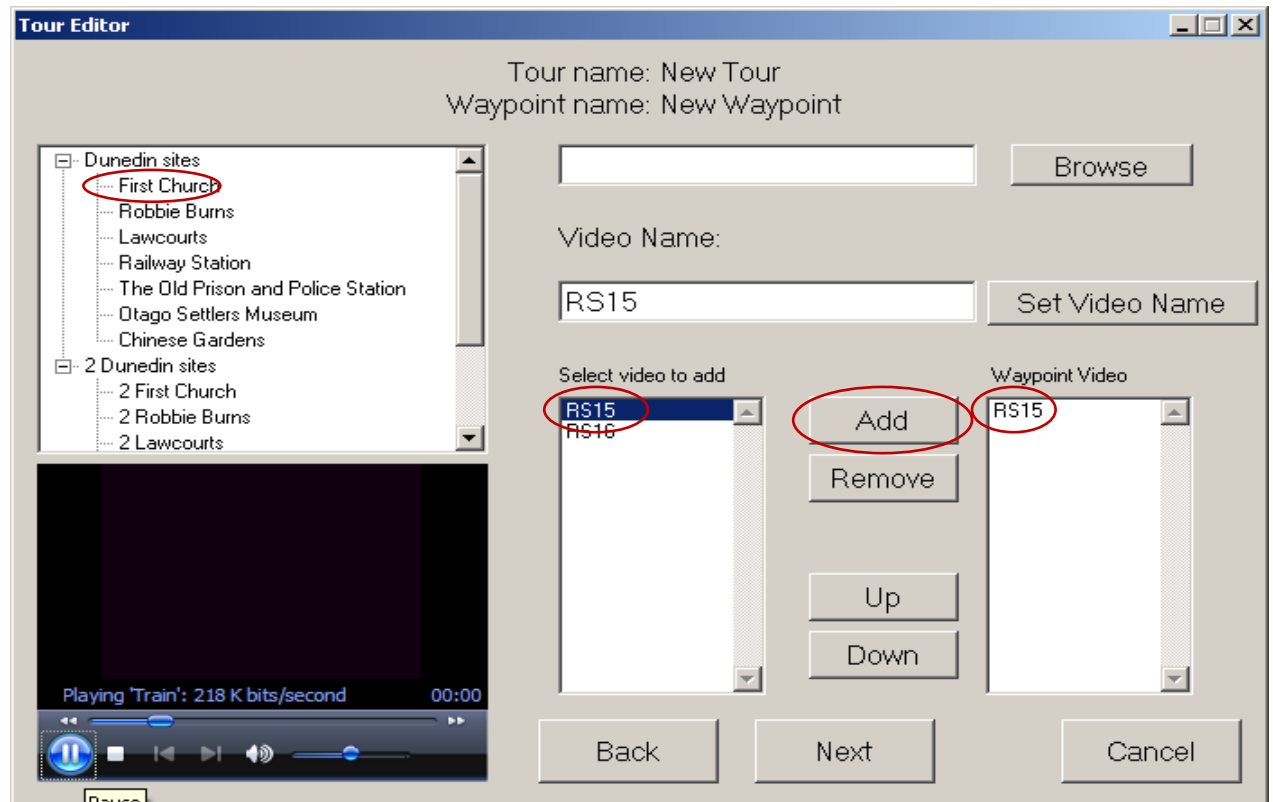
To rename an audio file select the audio file in the Waypoint Audio box you want to change the name of. The name will be displayed in the Audio file name text box you can change its name by pressing the Set Audio Name button.



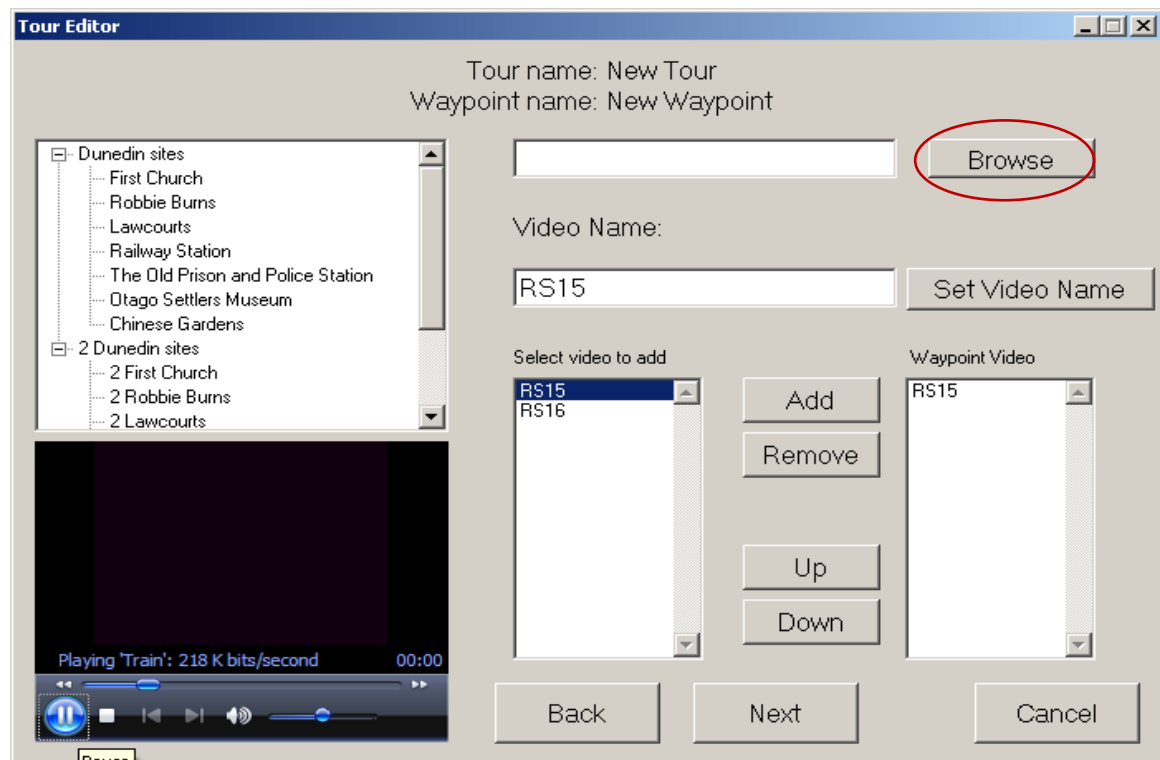
Once you have finish adding, removing, reordering and renaming the audio files press Next.

9. To add a video clip you can either add one from an existing waypoint or browse to the video clip using the Browse button.

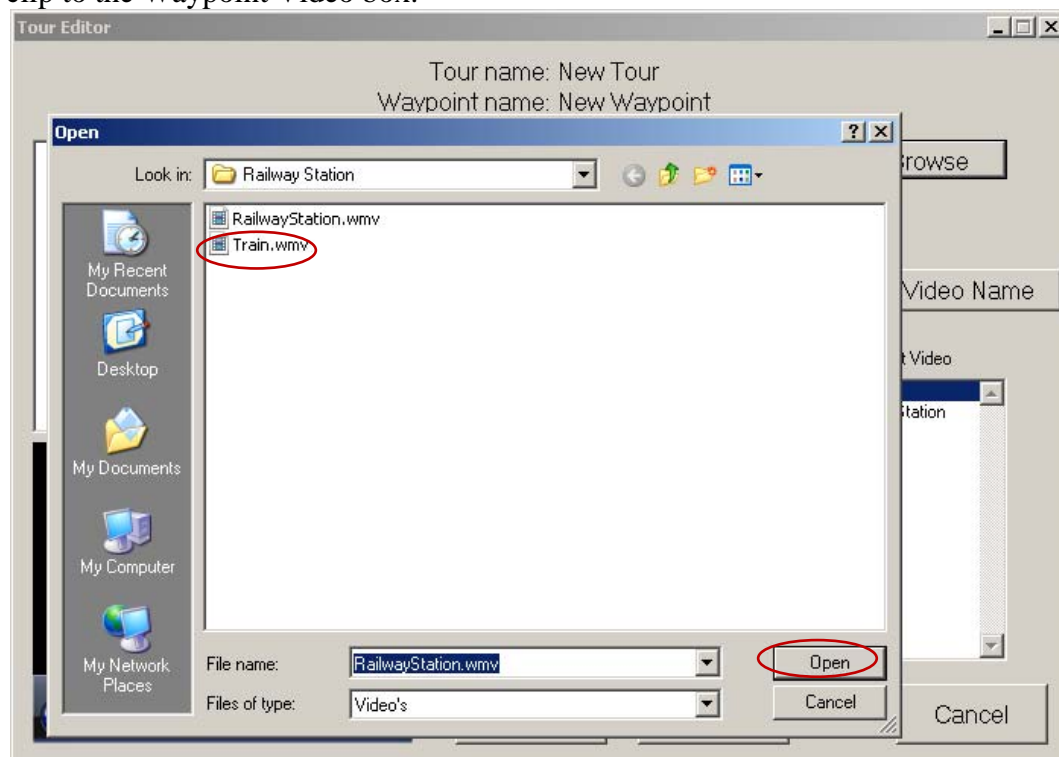
To add video clips from an existing waypoint select the waypoint from the waypoints box. This will populate the Select video to add box. You can select any video clip from this list and it will be played. When you have selected the video clip you want press the add button. This will add it to the Waypoint Video these are the video clips for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing video clips names for that waypoint will be displayed in the Waypoint Video box.



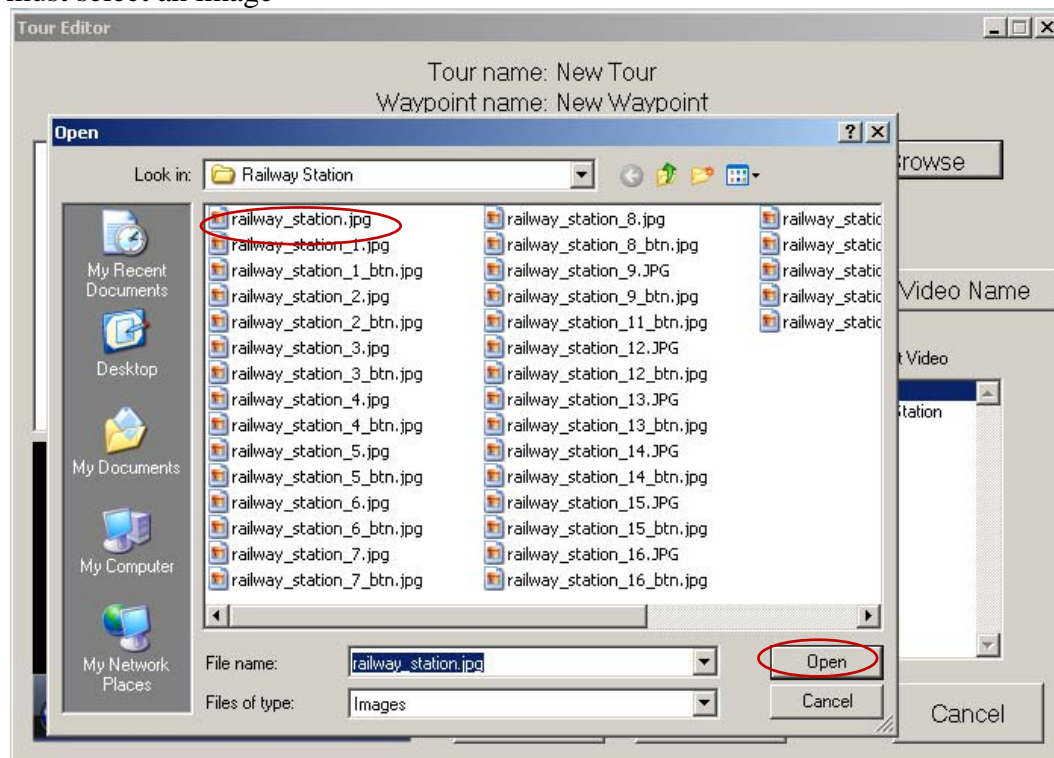
To add a video clip from a folder press the Browse button this will open a dialog box.



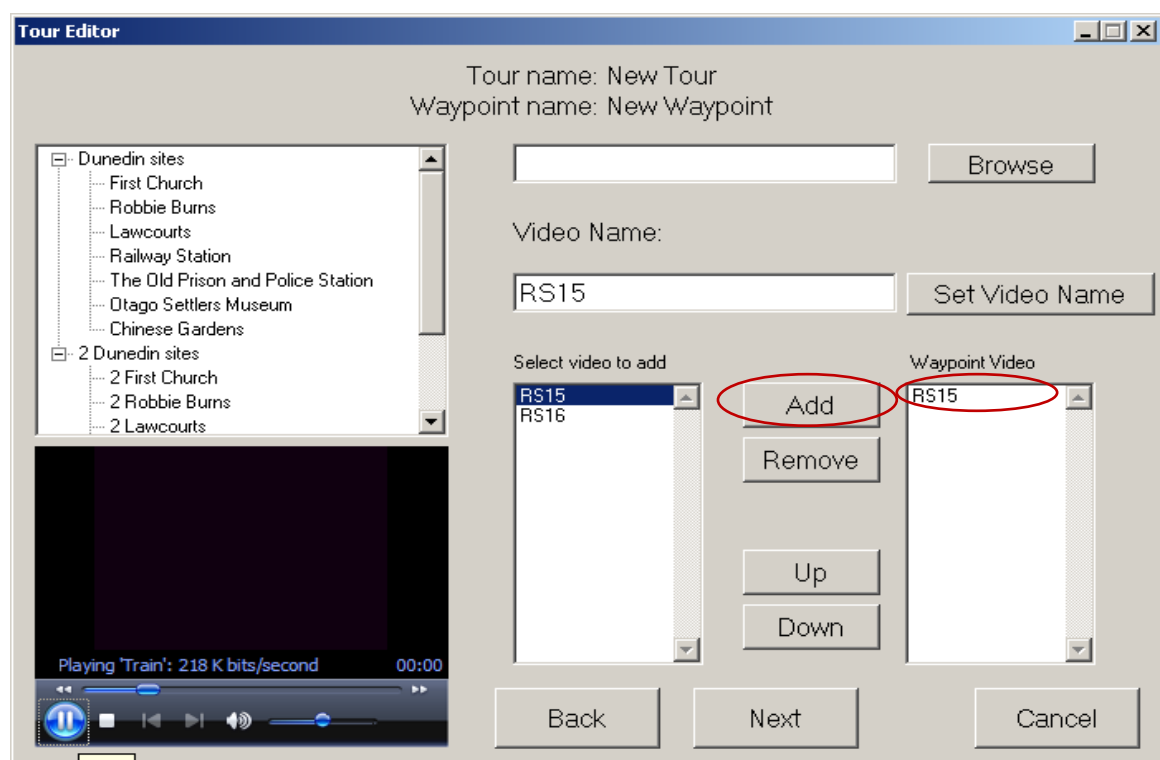
Select the video clip you want and double click it or press open this added the video clip to the Waypoint Video box.



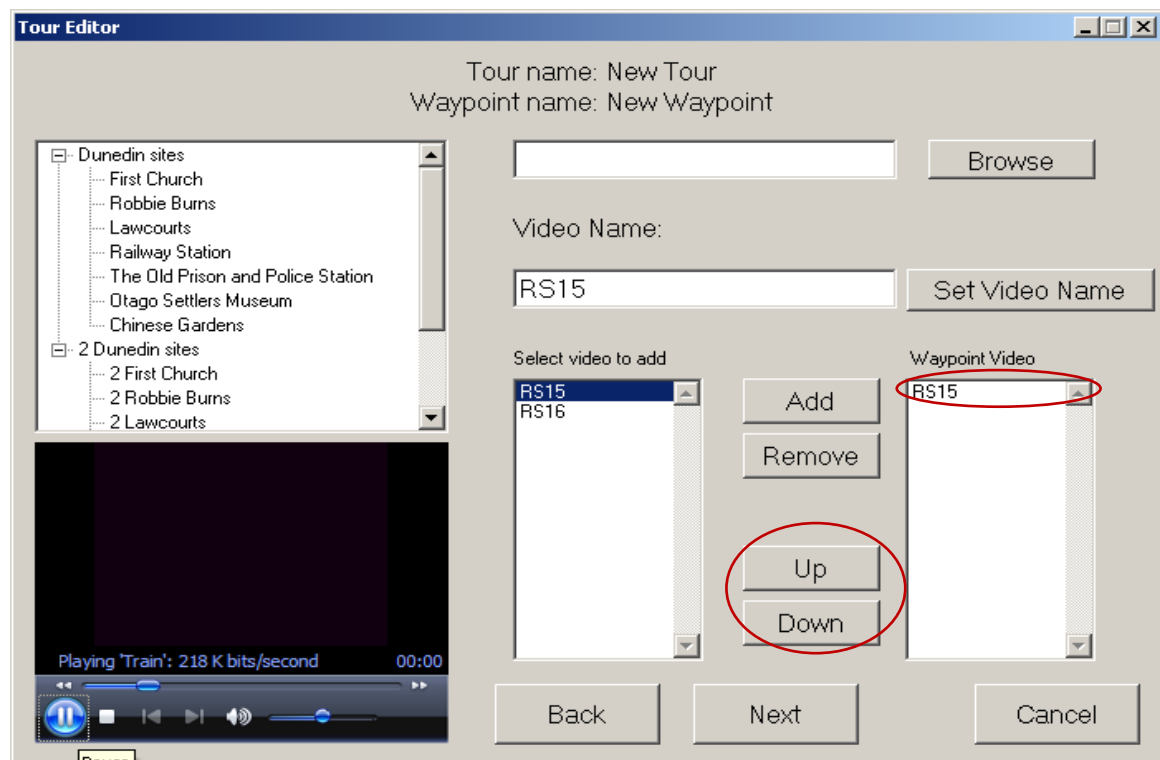
A second dialog box will appear to select a image for the thumbnail in the PDA you must select an image



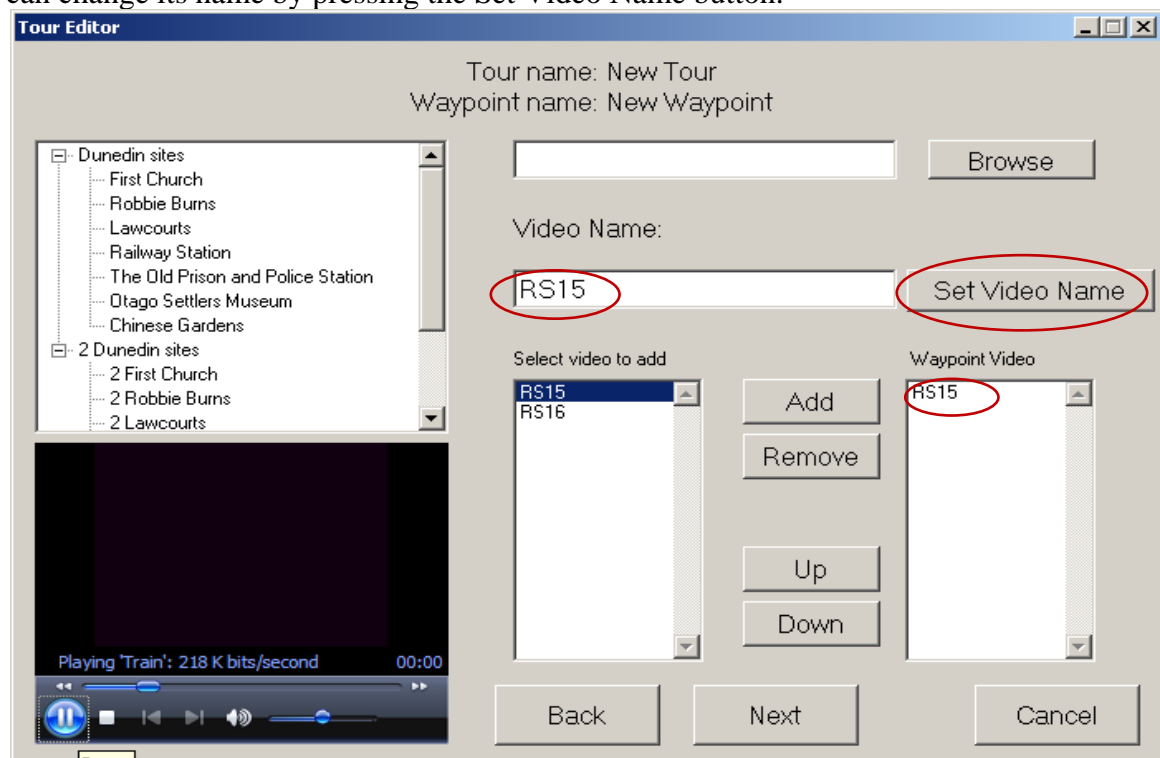
To remove a video clip select the video clip in the Waypoint Video box and press remove this will delete the video clip.



To change the order of the video clips select the video clip in the Waypoint Video box you want to move up or down and press the up or down button.



To rename a video clip select the video clip in the Waypoint Video box you want to change the name of. The name will be displayed in the Video clip name text box you can change its name by pressing the Set Video Name button.



Once you have finish adding, removing, reordering and renaming the video clips press Next.

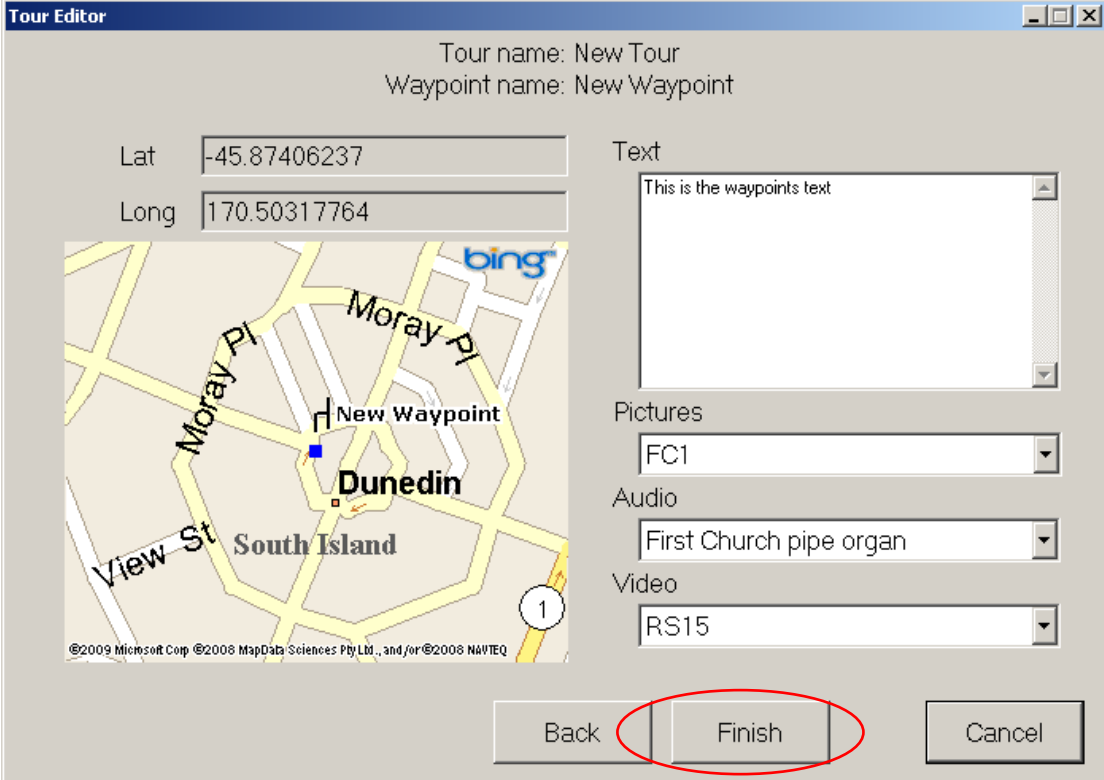
Confirm page

This page is there to allow you to see what you have created in a Waypoint.

This page shows you what Latitude and Longitude information belongs to the waypoint and what text, pictures, audio and video belong to the waypoint. Also the MapPoint image allows you to see where about the waypoint is located.

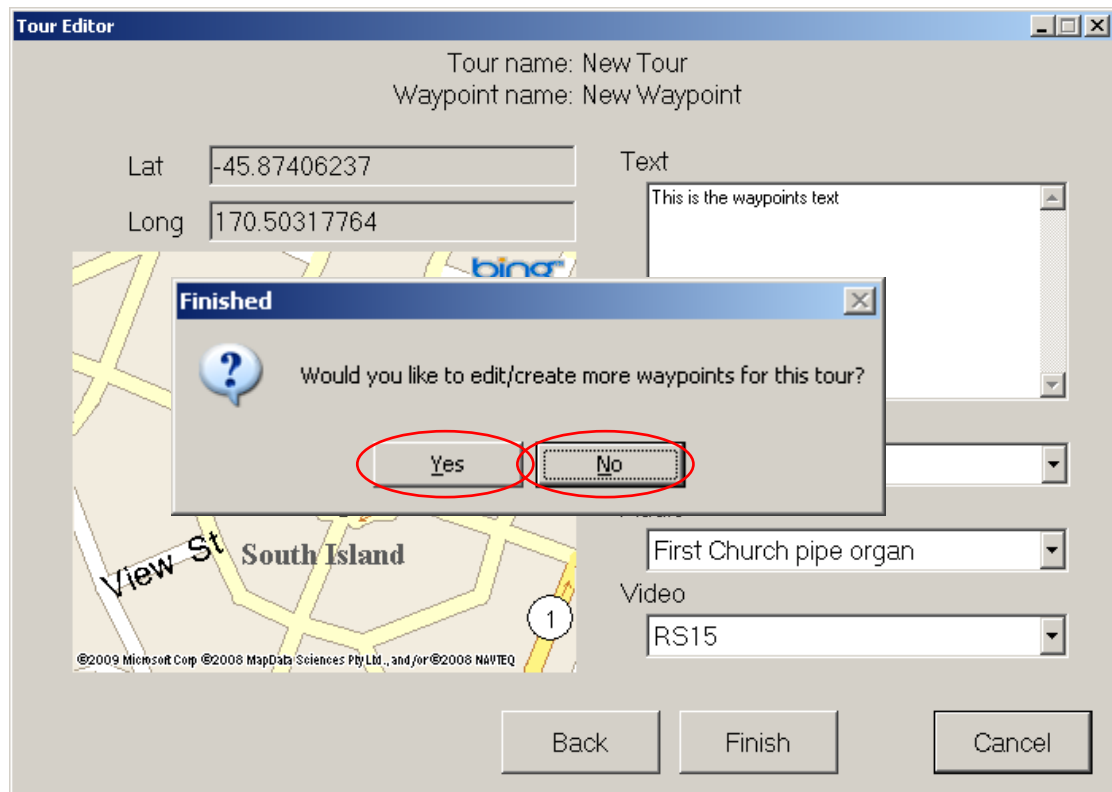
Clicking on the Back button will take you back to the video page.

Clicking on the Cancel button will cancel what you have done with this waypoint.



The screenshot shows the 'Tour Editor' window. At the top, it displays 'Tour name: New Tour' and 'Waypoint name: New Waypoint'. Below this, there are input fields for 'Lat' with the value '-45.87406237' and 'Long' with the value '170.50317764'. To the left of these fields is a map showing a street grid in Dunedin, South Island, with a blue square marker labeled 'New Waypoint' at the intersection of Moray Pl and View St. To the right of the map and coordinates are four dropdown menus: 'Text' (containing 'This is the waypoints text'), 'Pictures' (containing 'FC1'), 'Audio' (containing 'First Church pipe organ'), and 'Video' (containing 'RS15'). At the bottom of the window are three buttons: 'Back', 'Finish' (which is circled in red), and 'Cancel'.

1. Click on the Finish button if you are happy with the contents of the waypoint. A message box will appear.



2. Click Yes if you would like to create more waypoints for this tour. This will take you back to the waypoint page.

Or

2. Click No if you don't want to create anymore waypoints for this tour. This will tack you back to the start page.

Note: both options will commit the changes made to the waypoint and right the information out to the XML file.

Edit a tour

If you haven't already entered the login and password on the MapPoint credentials page do so now.

This is used to edit an existing tour with either creating a new Waypoint or using an already existing waypoint.

Note: If no tours exist this option will be greyed out.

The screenshot shows the 'Tour Editor' window with a blue title bar. Inside, there are three radio button options: 'Create New Tour', 'Edit Tour' (which is selected and circled in red), and 'Delete Tour'. Below these are three more radio button options: 'Create New Waypoint in Tour:', 'Edit Waypoint from Tour:', and 'Delete Waypoint'. At the bottom right, there are three buttons: 'Back', 'Next' (circled in red), and 'Quit'.

1. Select the Edit Tour radio button and then click *Next*. The Tour page will then be displayed.

The screenshot shows the 'Tour Editor' window with the 'Edit Existing Tour' section active. It features a 'Name:' text box at the top. Below it, the 'Edit Existing Tour' label is next to a dropdown menu that is open, showing three options: 'Dunedin sites' (highlighted in blue), 'Dunedin sites', and '2 Dunedin sites'. To the right of the dropdown is a 'Tour Name' text box containing 'Dunedin sites', which is also circled in red. At the bottom right, there are three buttons: 'Back', 'Next' (circled in red), and 'Cancel'.

2. Select a tour from the drop down box. The tours name will then be displayed in the *Tour Name* box.

- 2.1 The tour name can be edited by typing the new tours name into the *Tour Name* box.
3. Select the *Next* button if you are happy with the selected tour and the name of the tour. The Waypoint page will then be displayed.

If you have selected an existing waypoint it will show the coordinates that have been assigned to it.

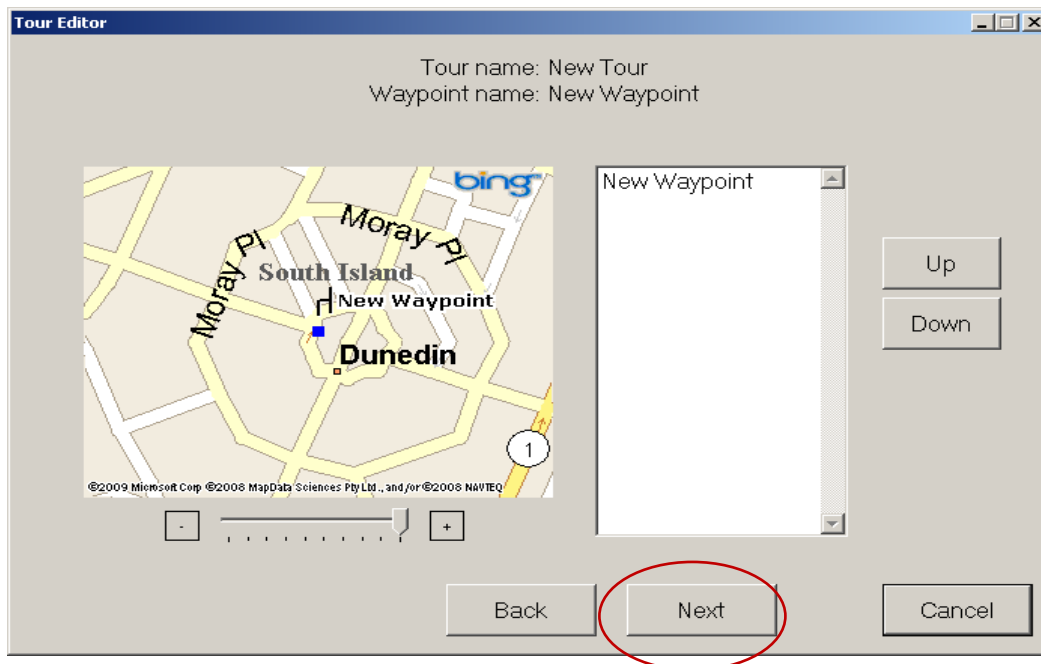
If you have created a new waypoint it will have been give a default location of the octagon you can change this by doing one of the following.

- 5a. Enter the longitude and latitude coordinates and pressing the set button.
- 5b. Enter the street address in this format `<address>, <postal code>`
example: 55 mystery street, 9011.
- 5c. Click on the push pin and then click on the map where you want to set the waypoint. Note the map can be repositioned by clicking on it will then recenter on that location.

Once the location has been set press Next.

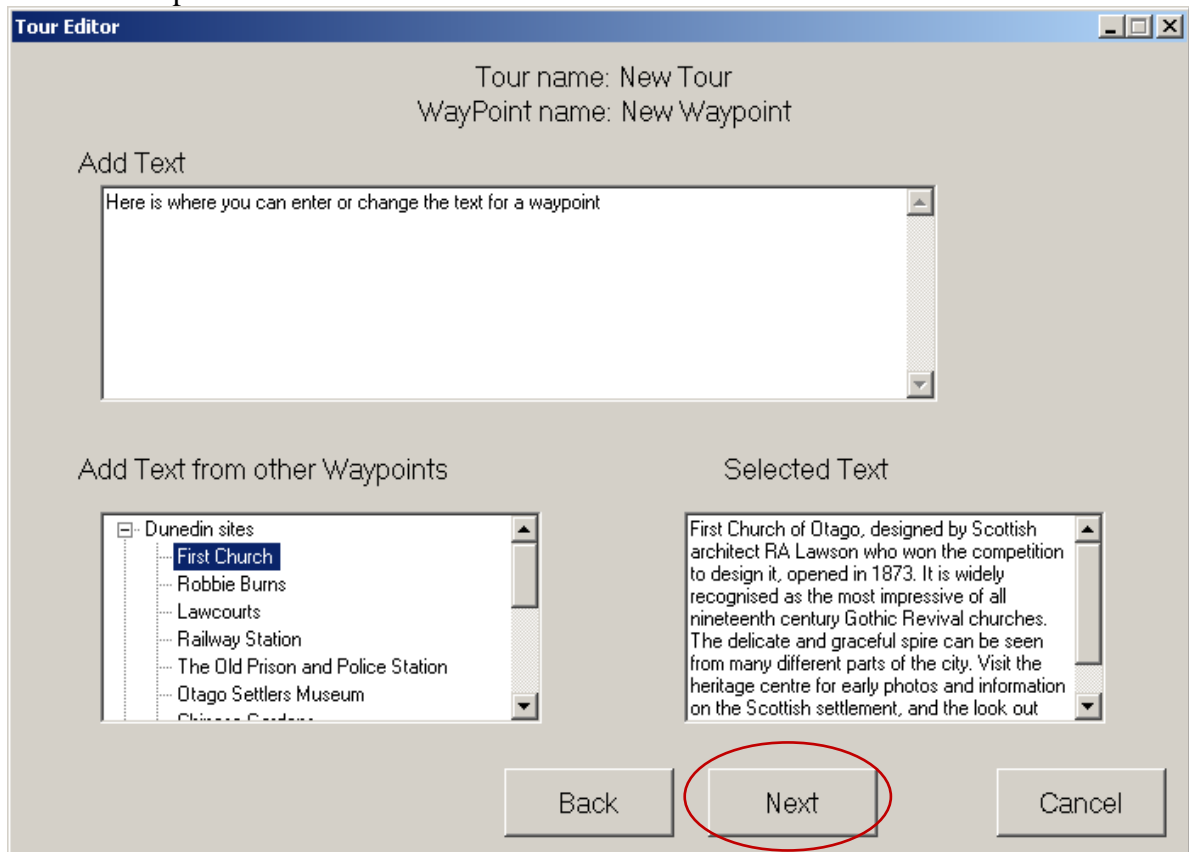
The screenshot shows the 'Tour Editor' window. At the top, it displays 'Tour name: New Tour' and 'Waypoint name: New Waypoint'. The main area features a map of Dunedin, South Island, with a blue pushpin icon labeled 'New Waypoint' placed on Moray Pl. To the right of the map are two input sections: one for coordinates with 'Lat' (-45.87406237) and 'Long' (170.50317764) fields and a 'Set' button; another for 'Street Address' with an empty text box and a 'Set' button. At the bottom of the window are three buttons: 'Back', 'Next', and 'Cancel'. A push pin icon is also visible in the bottom left corner of the window.

6. All the waypoints for the tour will be display along with the tour route. As this is the first waypoint there is no route.



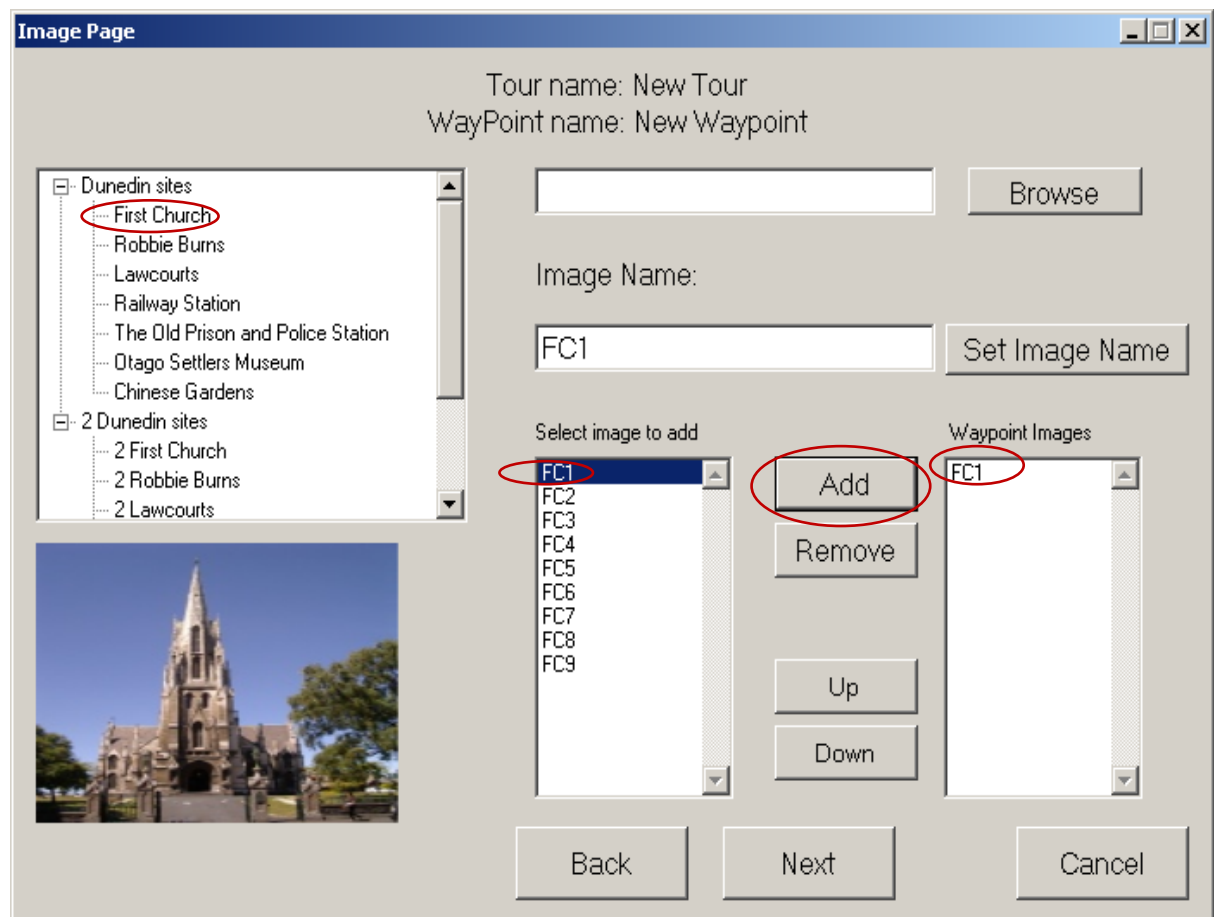
7. You can select text from other waypoints and or enter new text. If you want to add text from a waypoint you can do this by selecting a waypoint from the Add Text from other Waypoint box. This will populate the Selected Text box with the text from that waypoint which you can copy and paste this into the Add Text box. If you want add new text type it in to the Add Text box or copy and paste it from another document into the Add Text box. The waypoint must have text.

Then press next

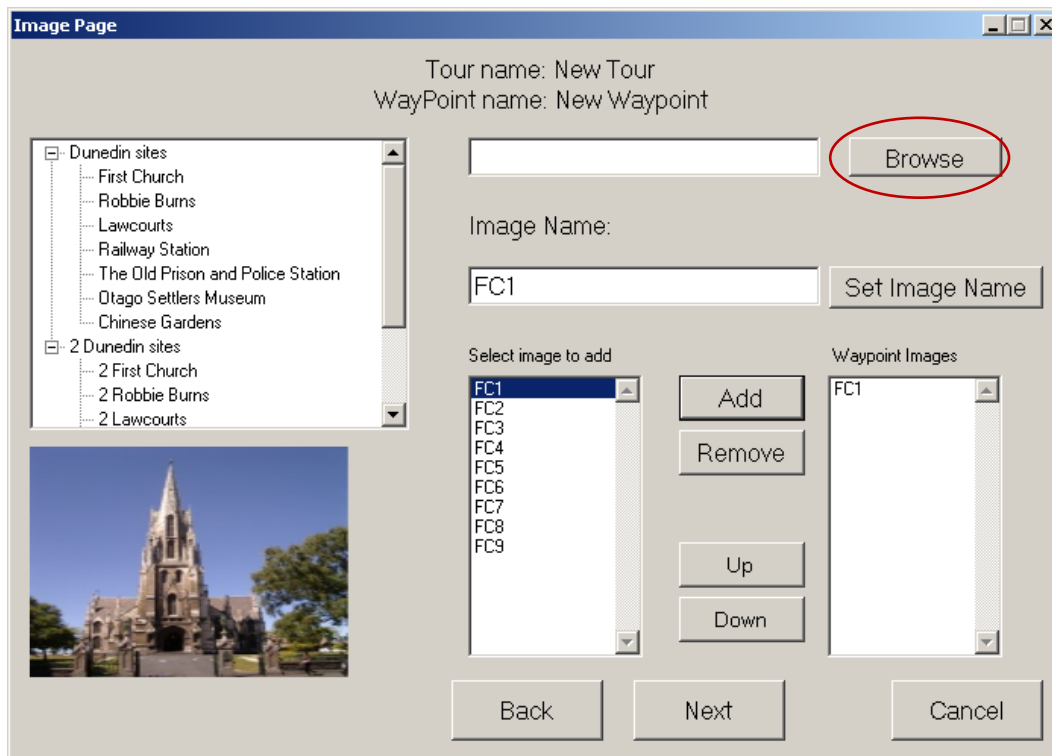


8. To add an image you can either add one from an existing waypoint or browse to the image using the browse button.

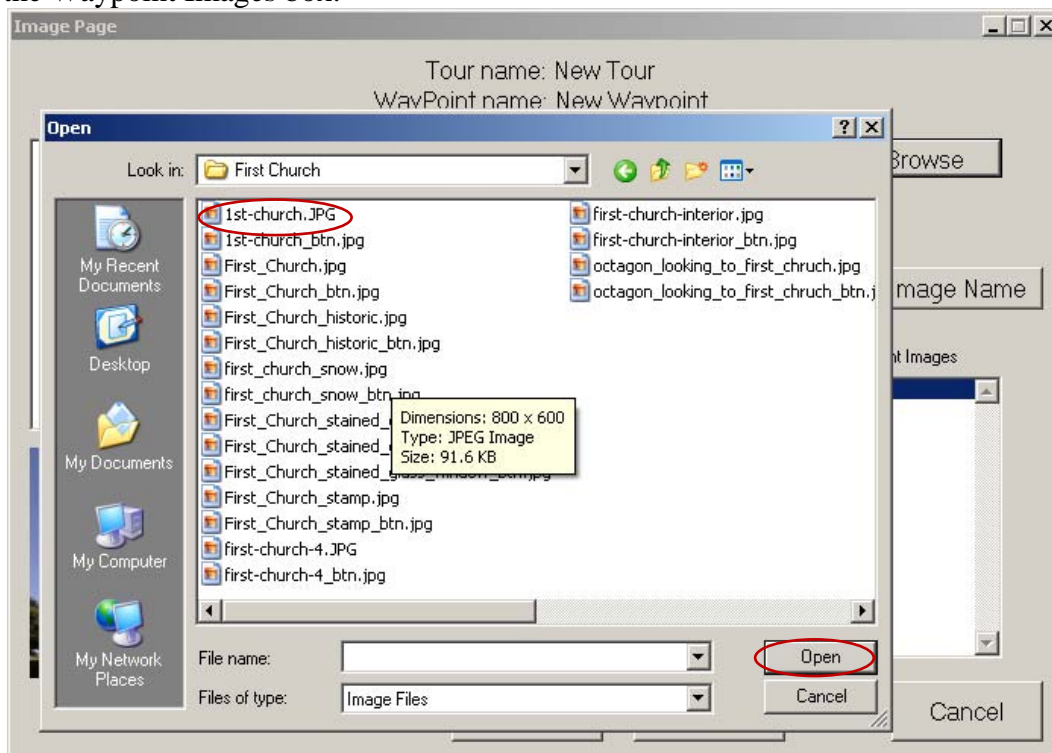
To add images from an existing waypoint select the waypoint from the waypoints box. This will populate the Select image to add box. You can select any image from this list and it will be displayed in the picture box. When you have selected the image you want press the add button. This will add it to the Waypoint Images these are the image for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing images names for that waypoint will be displayed in the Waypoint image box.



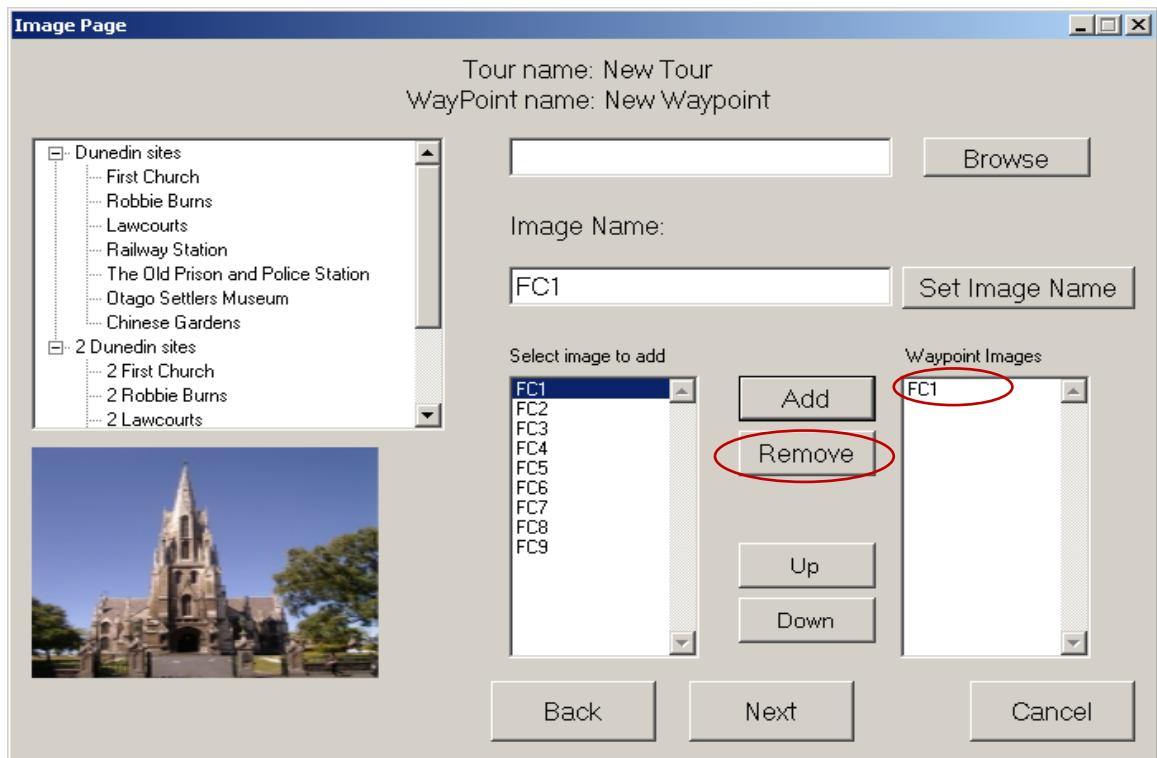
To add an image from a folder press the Browse button this will open a dialog box.



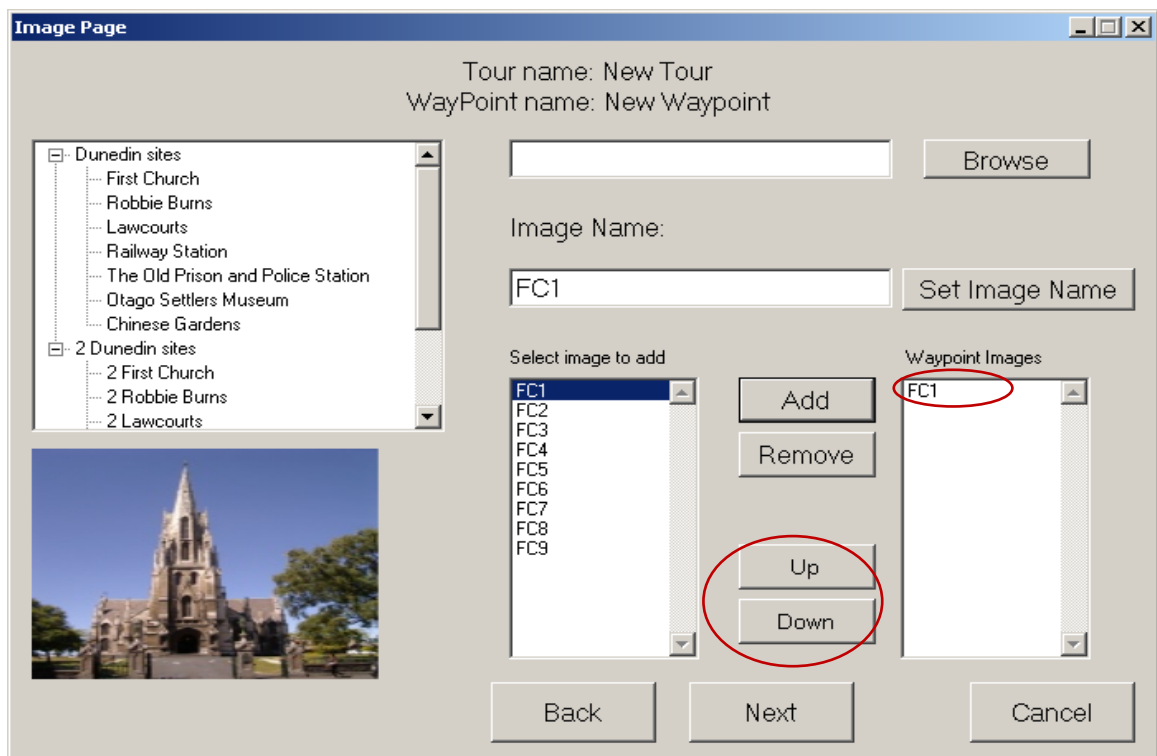
Select the image you want and double click it or press open this added the image to the Waypoint Images box.



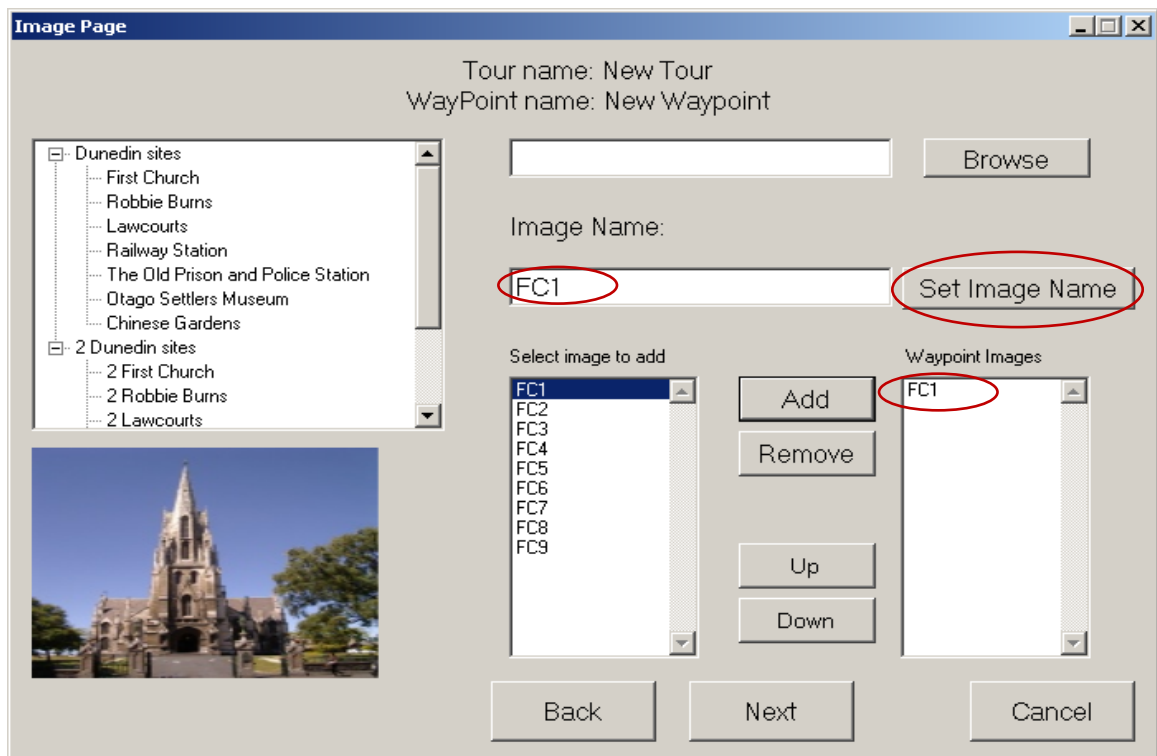
To remove an image select the image in the Waypoint Images box and press remove this will delete the image.



To change the order of the images select the image in the Waypoint Images box you want to move up or down and press the up or down button. Note the first image in the list will be displayed in the waypoint text page of the PDA.



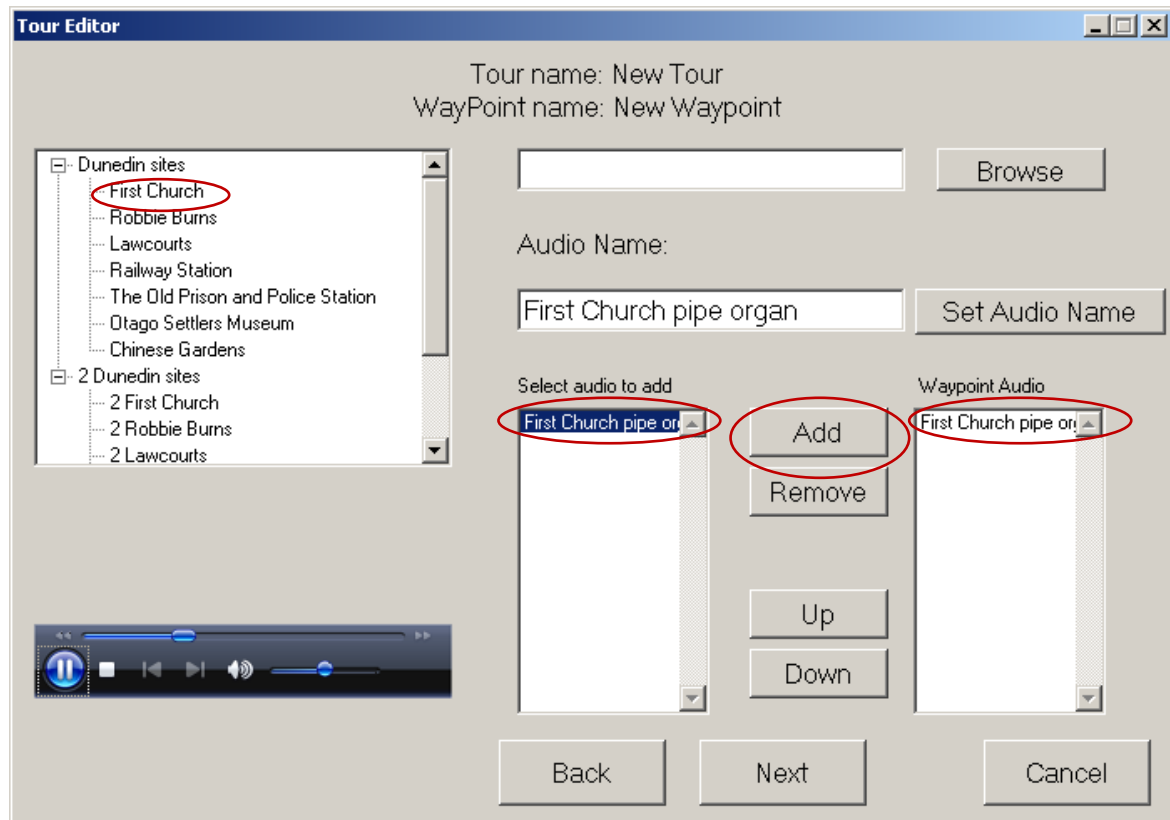
To rename an image select the image in the Waypoint Images box you want to change the name of. The name will be displayed in the Image name text box you can change its name by pressing the Set Image Name button.



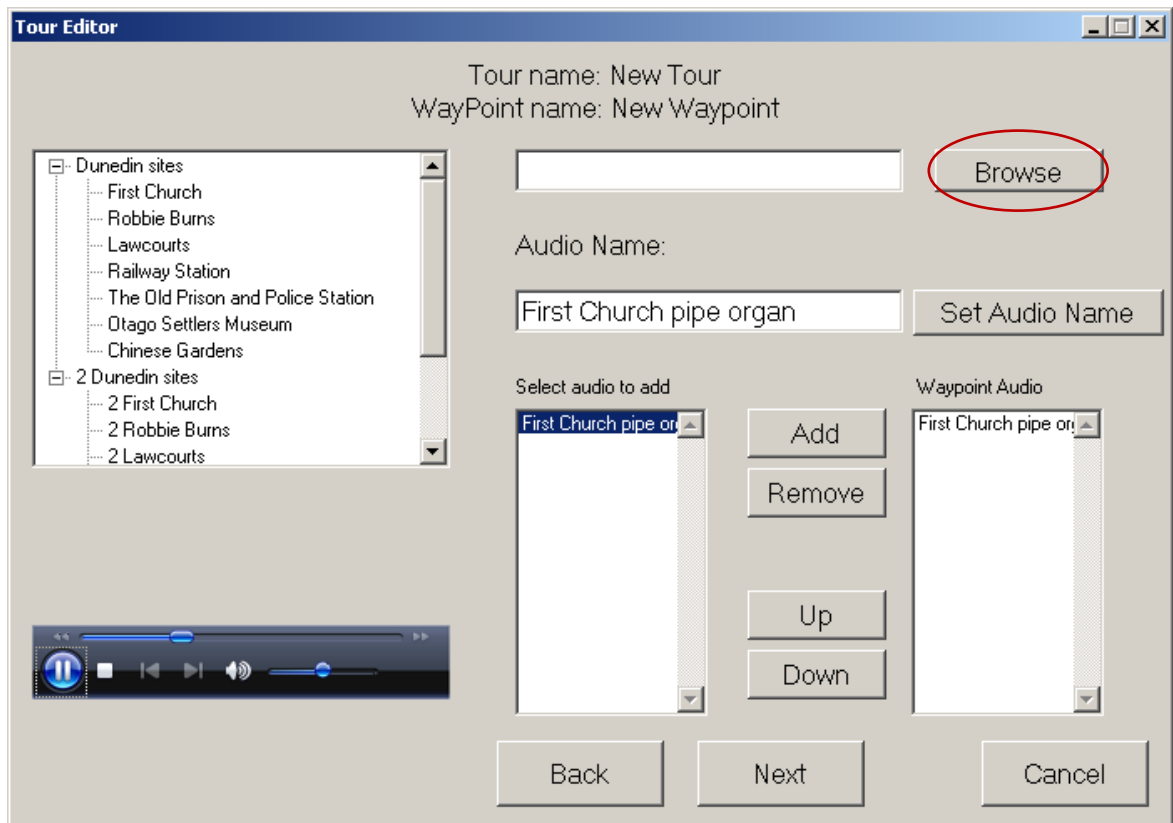
Once you have finish adding, removing, reordering and renaming the images press Next.

9. To add an audio file you can either add one from an existing waypoint or browse to the audio file using the Browse button.

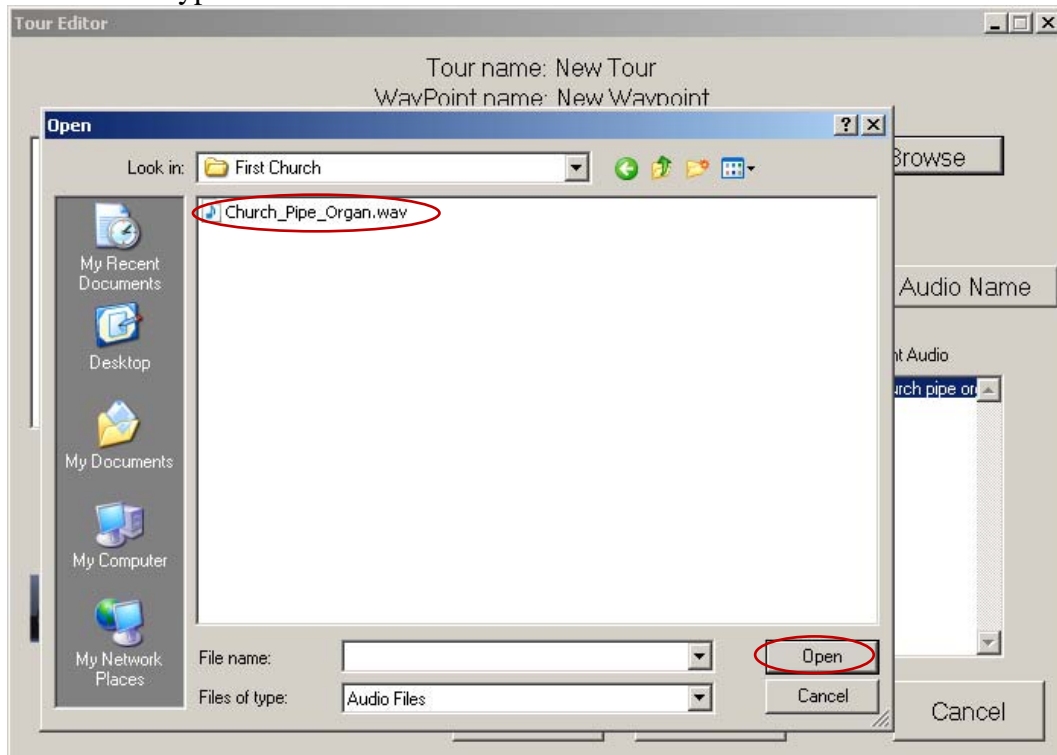
To add audio files from an existing waypoint select the waypoint from the waypoints box. This will populate the Select audio to add box. You can select any audio file from this list and it will be played. When you have selected the audio file you want press the add button. This will add it to the Waypoint Audio these are the audio files for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing audio files names for that waypoint will be displayed in the Waypoint Audio box.



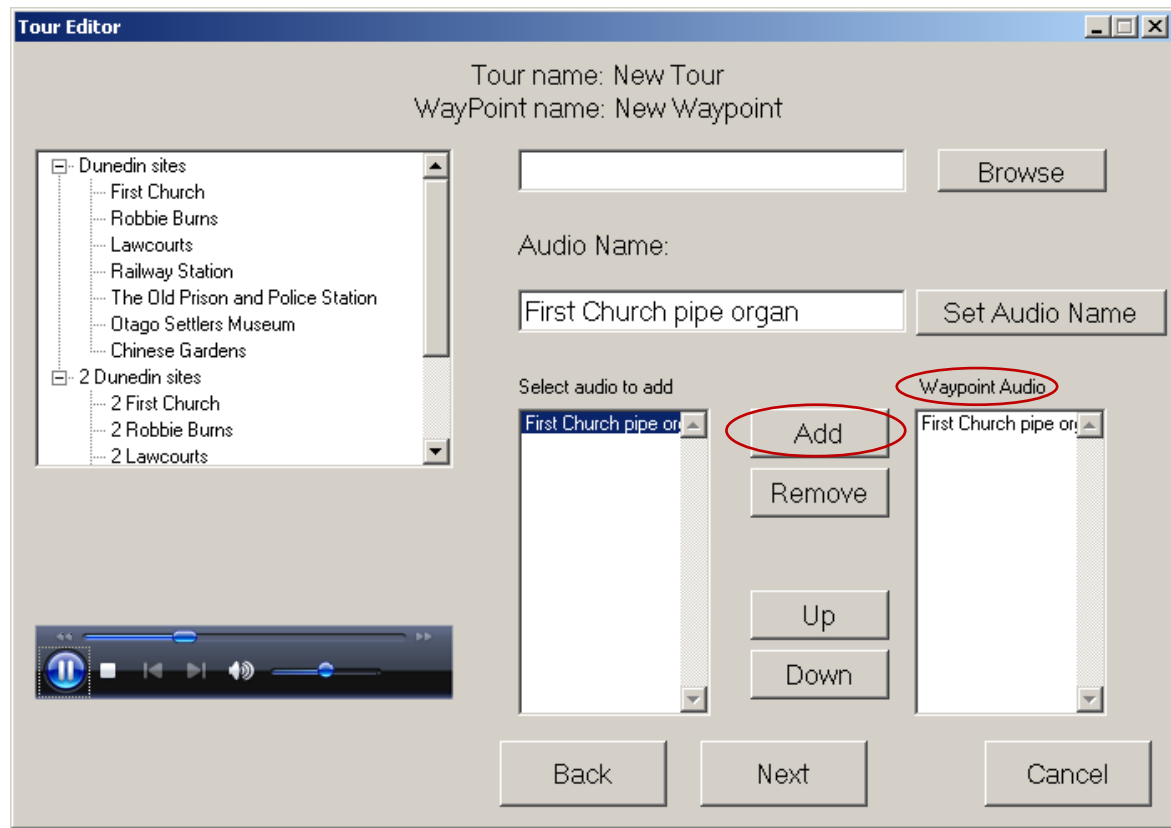
To add an audio file from a folder press the Browse button this will open a dialog box.



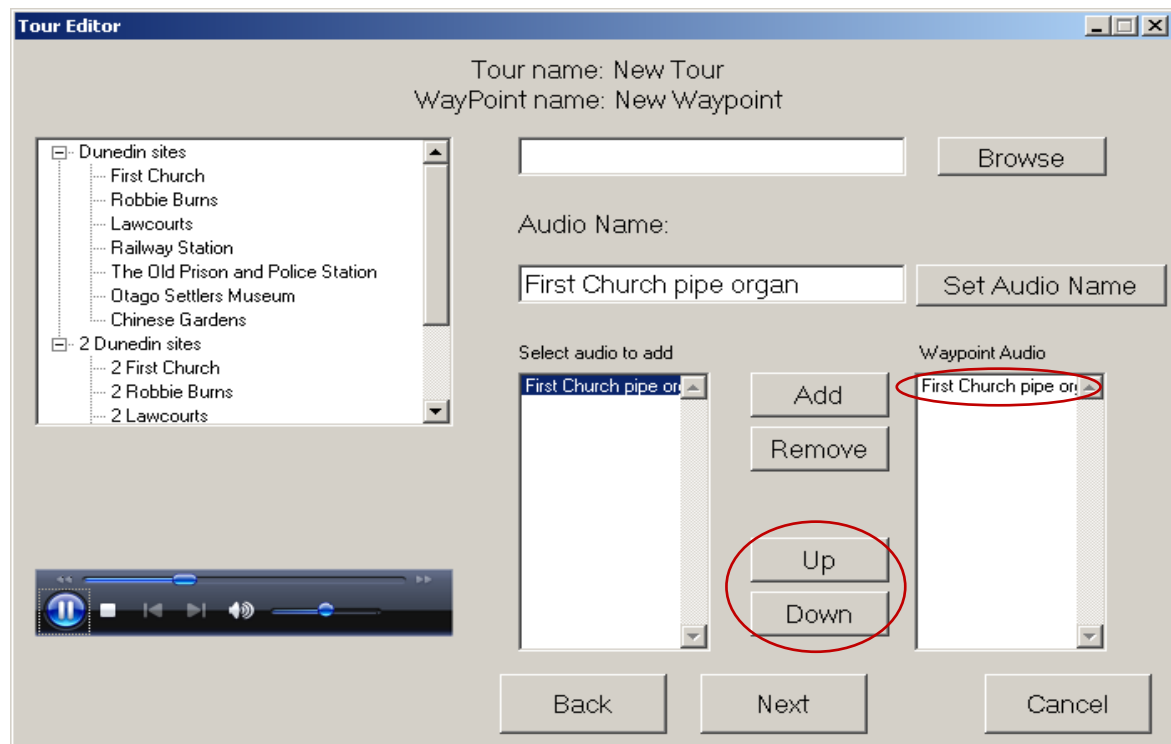
Select the audio file you want and double click it or press open this added the audio file to the Waypoint Audio box.



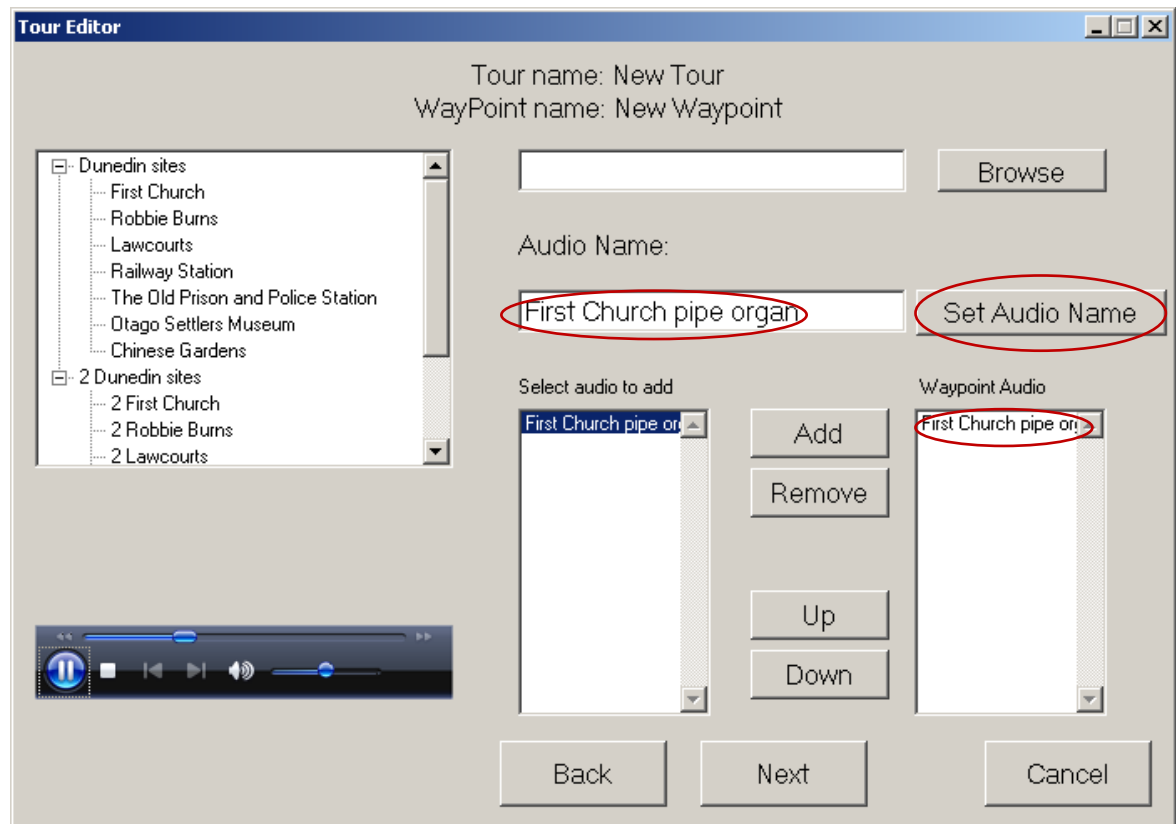
To remove an audio file select the audio file in the Waypoint Audio box and press remove this will delete the audio file.



To change the order of the audio files select the audio file in the Waypoint Audio box you want to move up or down and press the up or down button.



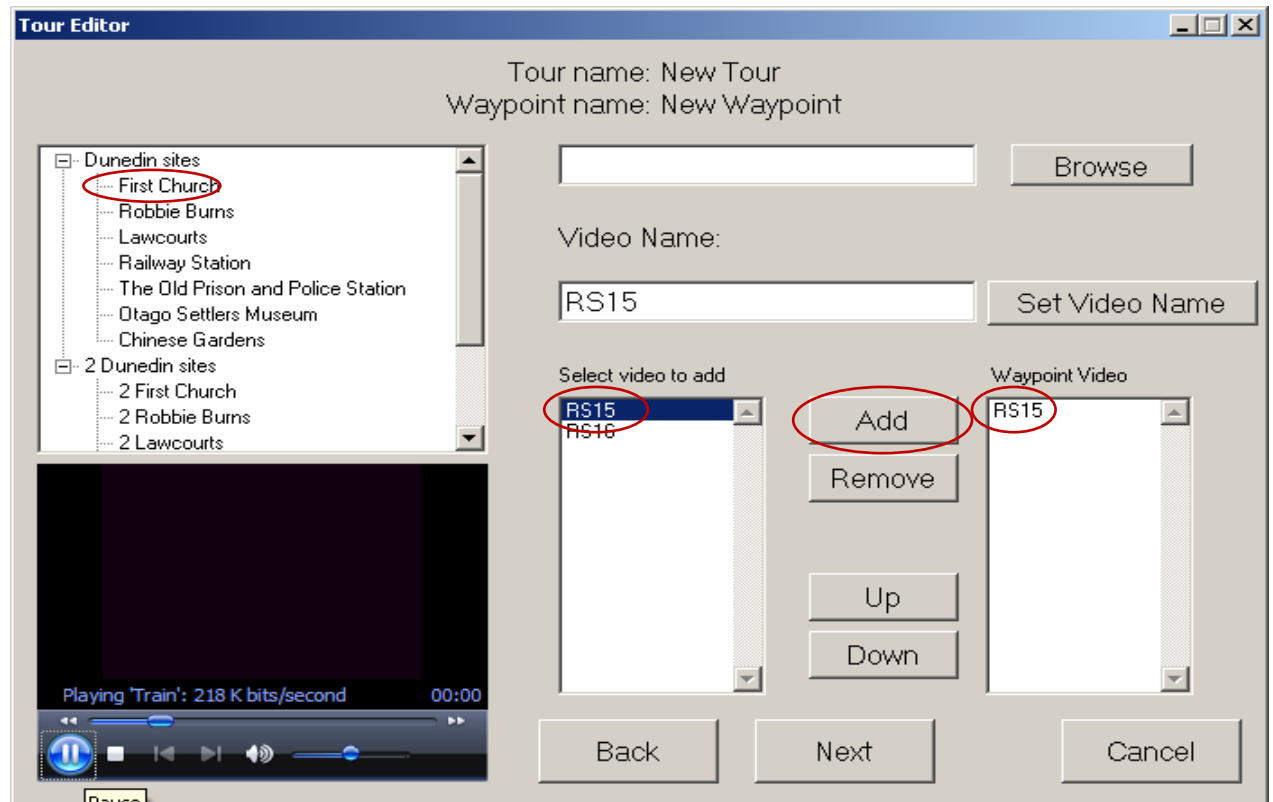
To rename an audio file select the audio file in the Waypoint Audio box you want to change the name of. The name will be displayed in the Audio file name text box you can change its name by pressing the Set Audio Name button.



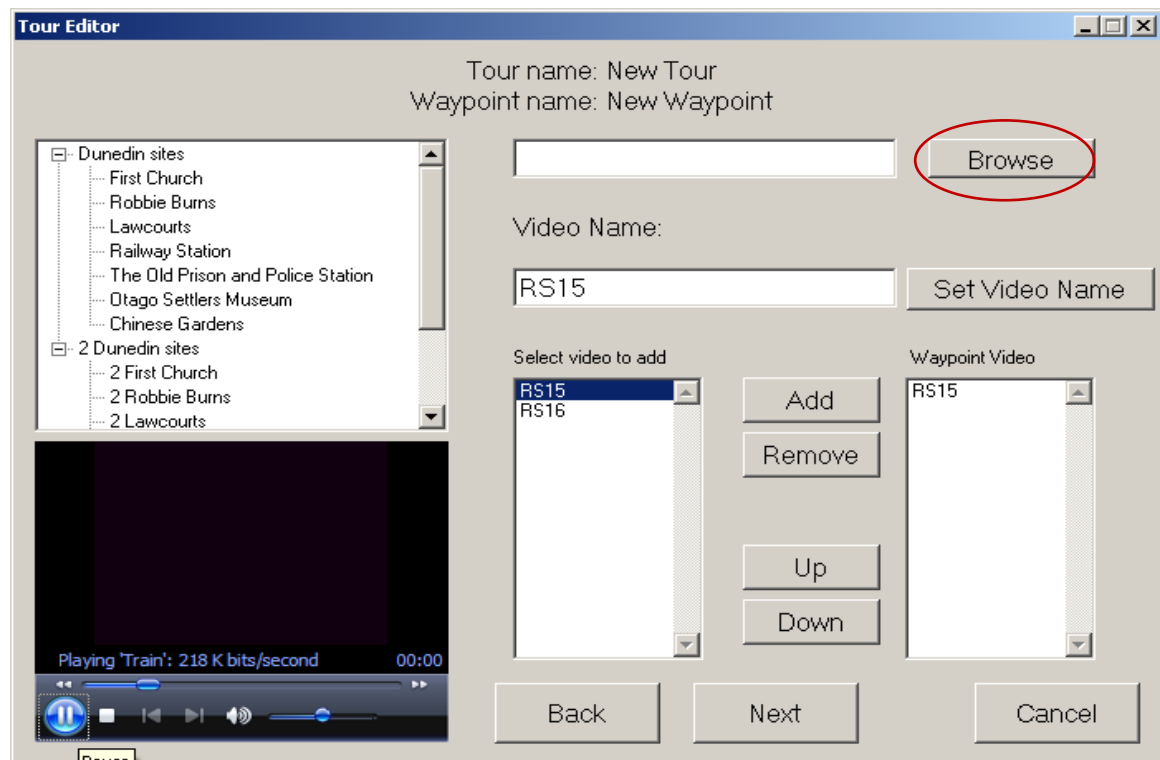
Once you have finish adding, removing, reordering and renaming the audio files press Next.

9. To add a video clip you can either add one from an existing waypoint or browse to the video clip using the Browse button.

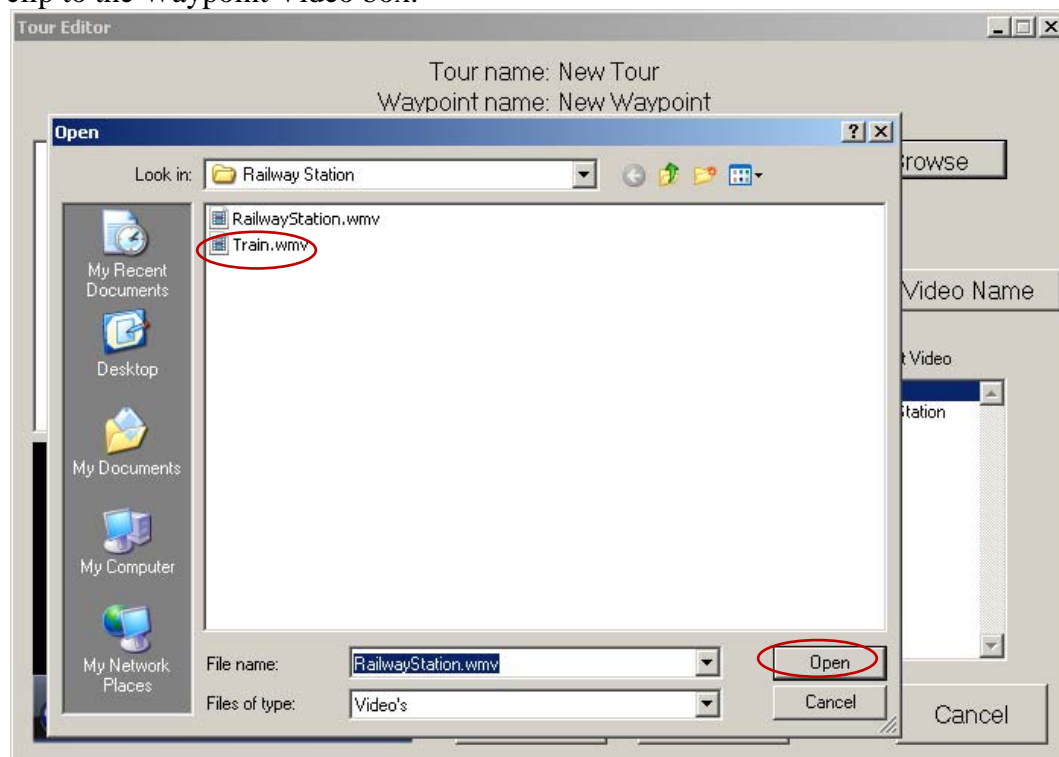
To add video clips from an existing waypoint select the waypoint from the waypoints box. This will populate the Select video to add box. You can select any video clip from this list and it will be played. When you have selected the video clip you want press the add button. This will add it to the Waypoint Video these are the video clips for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing video clips names for that waypoint will be displayed in the Waypoint Video box.



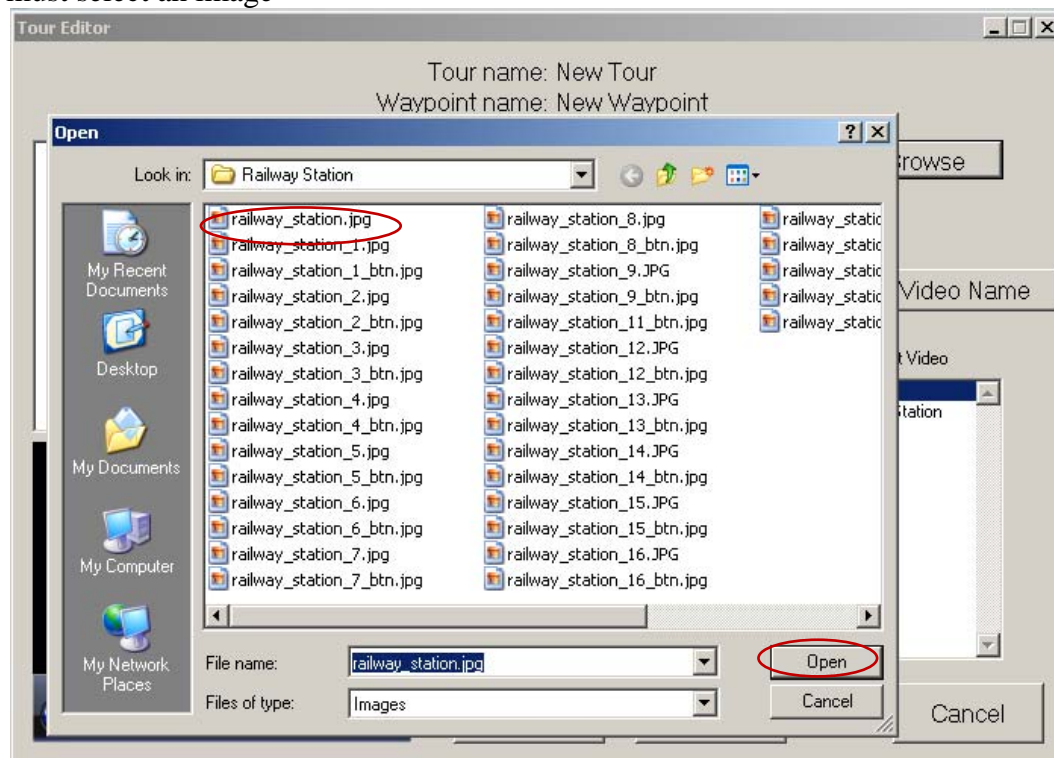
To add a video clip from a folder press the Browse button this will open a dialog box.



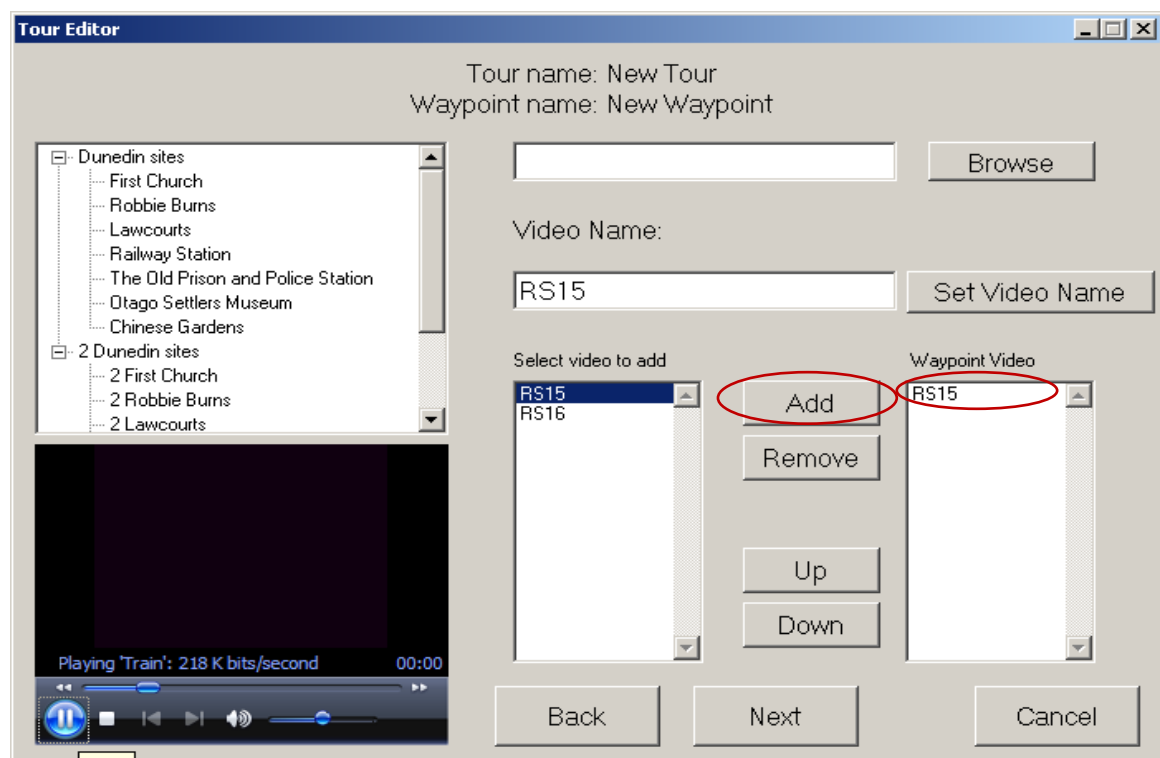
Select the video clip you want and double click it or press open this added the video clip to the Waypoint Video box.



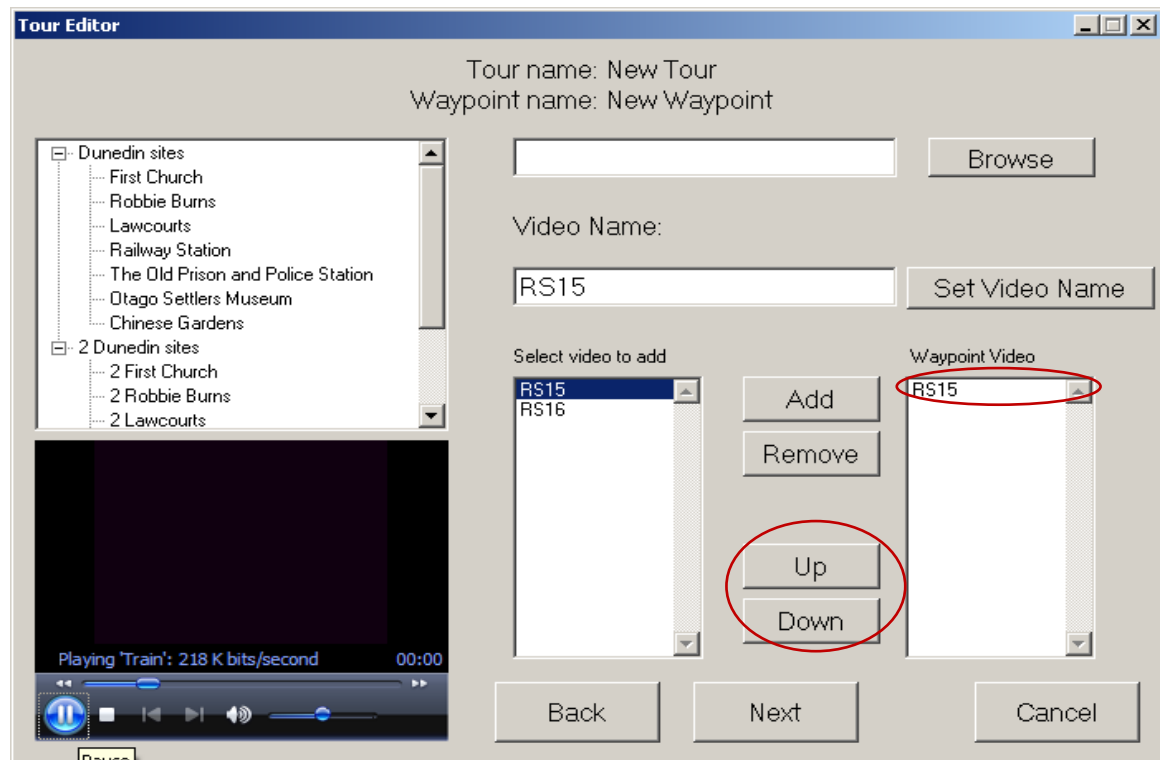
A second dialog box will appear to select a image for the thumbnail in the PDA you must select an image



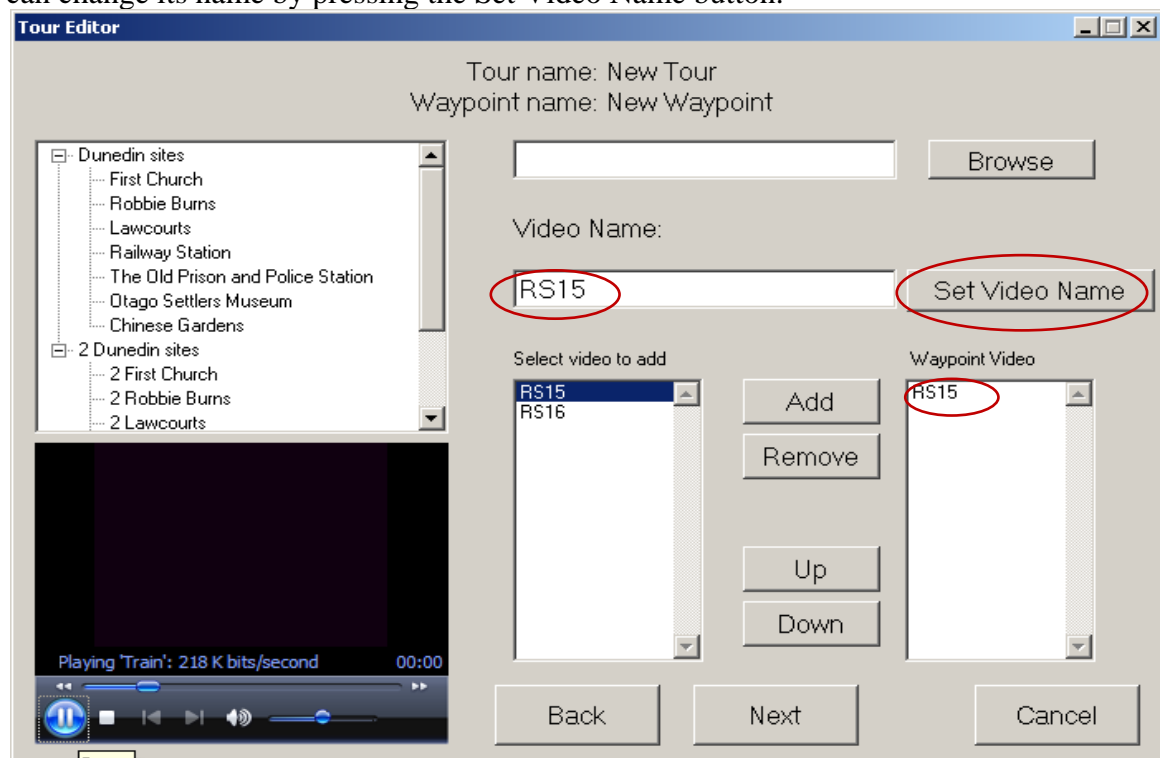
To remove a video clip select the video clip in the Waypoint Video box and press remove this will delete the video clip.



To change the order of the video clips select the video clip in the Waypoint Video box you want to move up or down and press the up or down button.



To rename a video clip select the video clip in the Waypoint Video box you want to change the name of. The name will be displayed in the Video clip name text box you can change its name by pressing the Set Video Name button.



Once you have finish adding, removing, reordering and renaming the video clips press Next.

Confirm page

This page is there to allow you to see what you have created in a Waypoint.

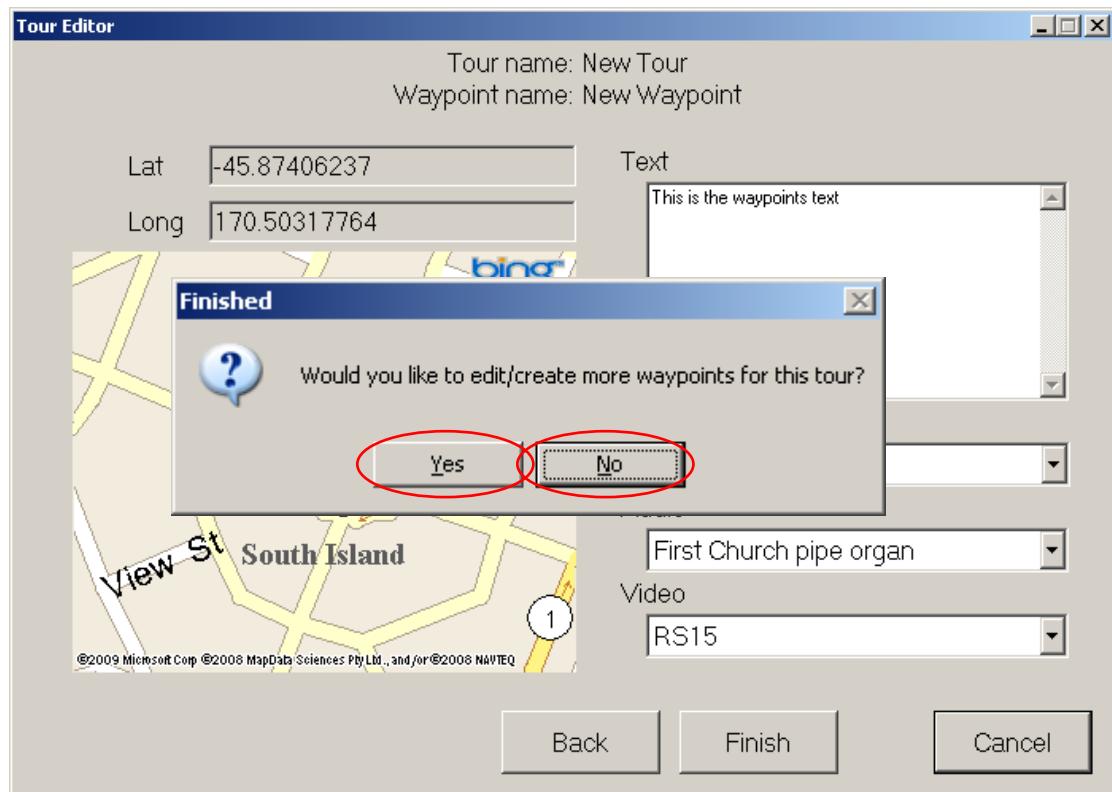
This page shows you what Latitude and Longitude information belongs to the waypoint and what text, pictures, audio and video belong to the waypoint. Also the MapPoint image allows you to see where about the waypoint is located.

Clicking on the Back button will take you back to the video page.

Clicking on the Cancel button will cancel what you have done with this waypoint.

The screenshot shows the 'Tour Editor' application window. At the top, it displays 'Tour name: New Tour' and 'Waypoint name: New Waypoint'. Below this, there are input fields for 'Lat' (-45.87406237) and 'Long' (170.50317764). A map of Dunedin, South Island, is shown on the left, with a blue square marking the 'New Waypoint' location. To the right of the map are fields for 'Text' (containing 'This is the waypoints text'), 'Pictures' (set to 'FC1'), 'Audio' (set to 'First Church pipe organ'), and 'Video' (set to 'RS15'). At the bottom, there are three buttons: 'Back', 'Finish' (which is circled in red), and 'Cancel'.

3. Click on the Finish button if you are happy with the contents of the waypoint. A message box will appear.



4. Click Yes if you would like to create more waypoints for this tour. This will take you back to the waypoint page.

Or

3. Click No if you don't want to create anymore waypoints for this tour. This will tack you back to the start page.

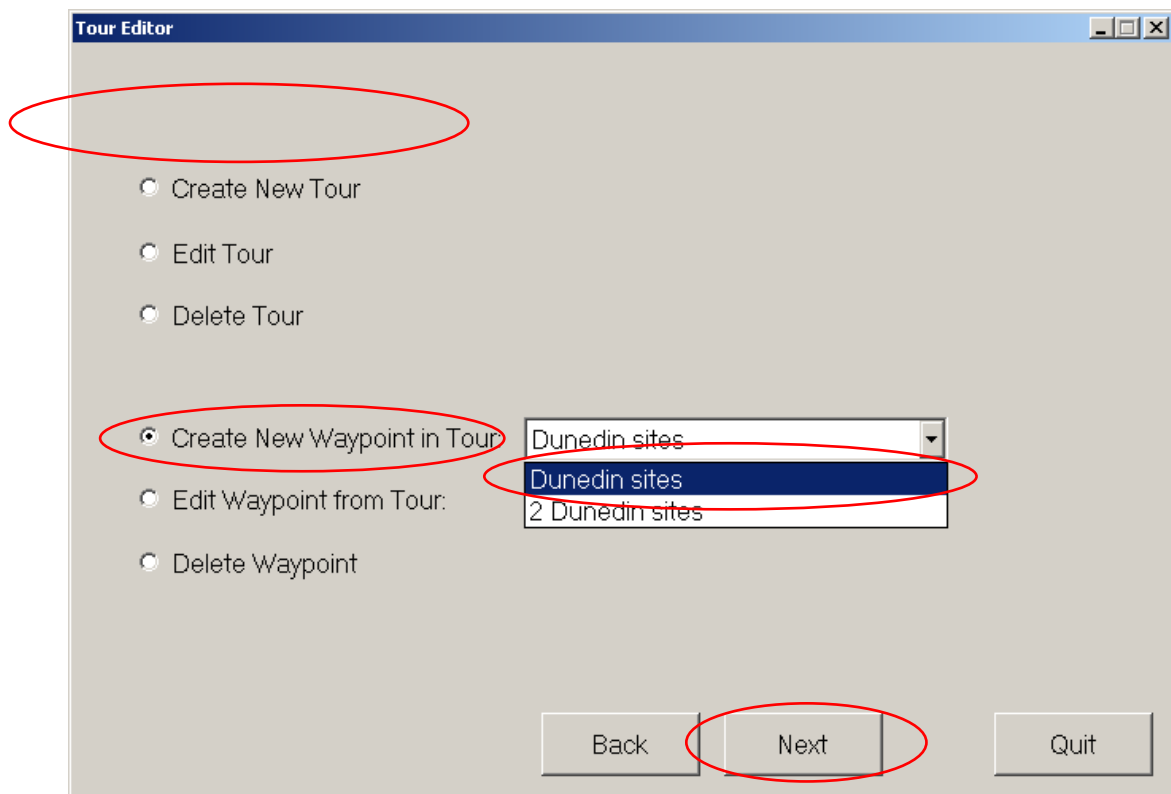
Note: both options will commit the changes made to the waypoint and right the information out to the XML file.

Create New Waypoint in Tour

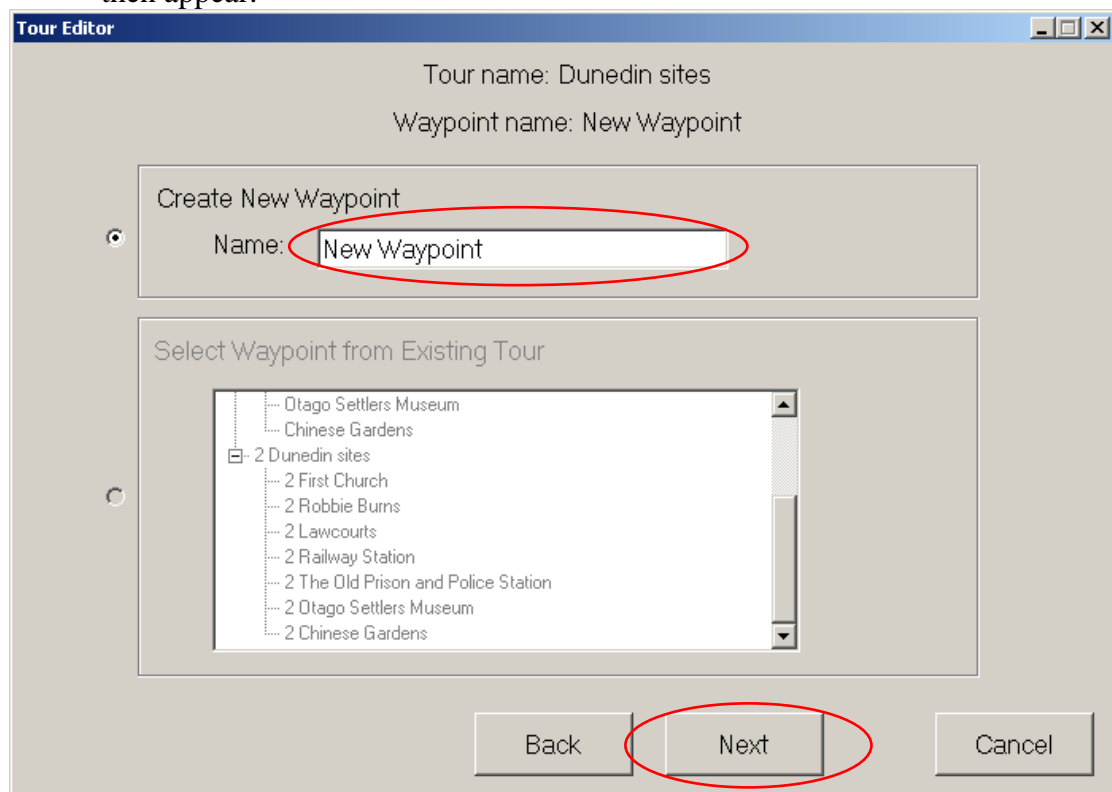
If you haven't already entered the login and password on the MapPoint credentials page do so now.

This is used to create a new waypoint in an existing tour.

Note: If no tours exist this option will be greyed out.



1. Select the New Waypoint in Tour: radio button. A drop down box will then appear with all the tours in it. Select the tour that you wish to create a new waypoint for.
2. Select the next button once you have selected a tour. The Waypoint page will then appear.



3. Enter the new waypoints name in the name box.
4. Click the Next button if you are happy with the name of the waypoint. The Co-ordinate page will the appear.

If you have selected an existing waypoint it will show the coordinates that have been assigned to it.

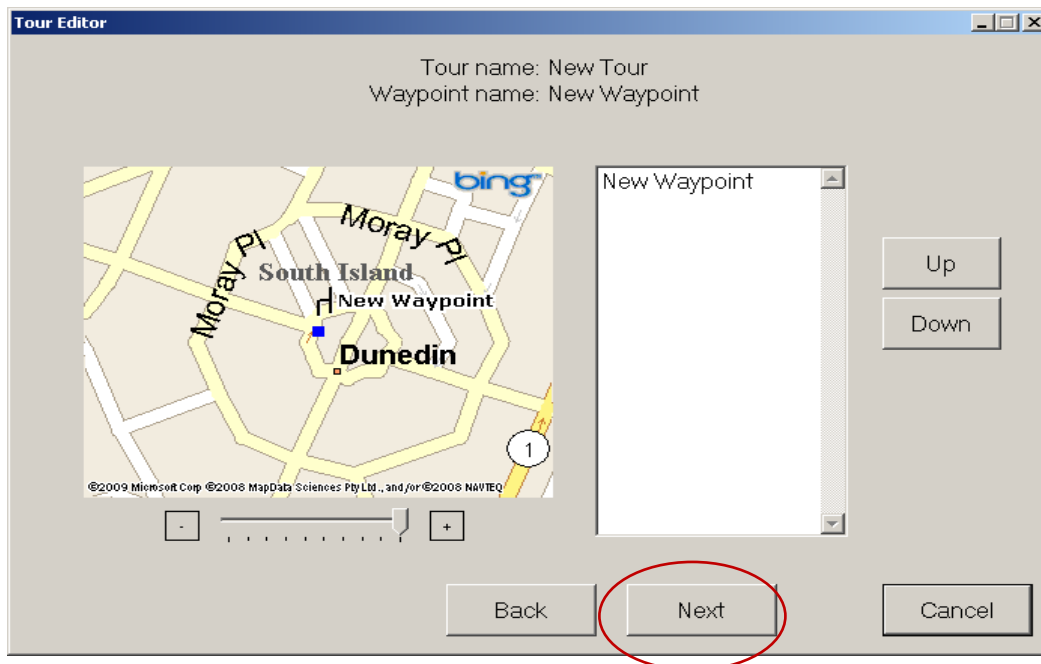
If you have created a new waypoint it will have been give a default location of the octagon you can change this by doing one of the following.

- 5a. Enter the longitude and latitude coordinates and pressing the set button.
- 5b. Enter the street address in this format <address>, <postal code>
example: 55 mystery street, 9011.
- 5c. Click on the push pin and then click on the map where you want to set the waypoint. Note the map can be repositioned by clicking on it will then recenter on that location.

Once the location has been set press Next.

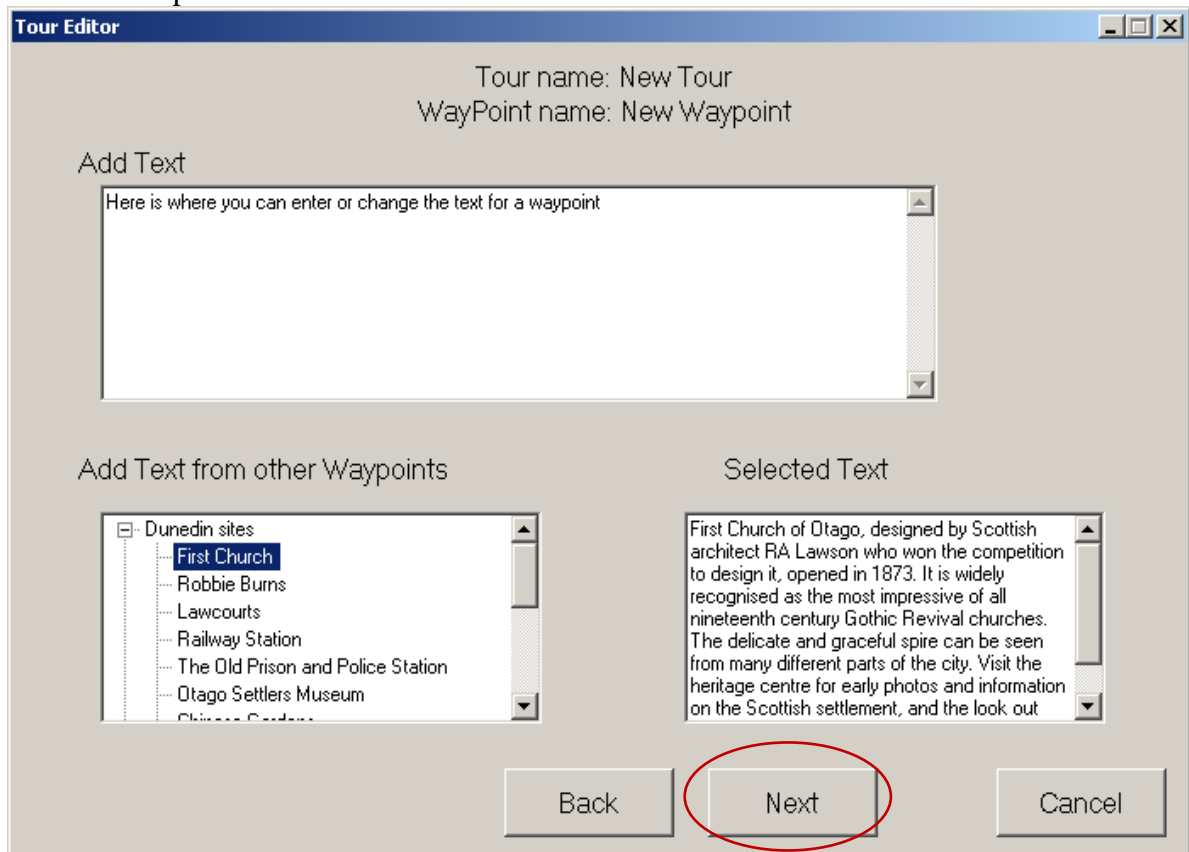
The screenshot shows the 'Tour Editor' window. At the top, it says 'Tour name: New Tour' and 'Waypoint name: New Waypoint'. Below this is a map of Dunedin, South Island, with a blue square marker labeled 'New Waypoint' on Moray Pl. To the right of the map are two input sections. The first section has 'Lat' and 'Long' fields with values '-45.87406237' and '170.50317764' respectively, and a 'Set' button. The second section has a 'Street Address' field and a 'Set' button. At the bottom of the window are three buttons: 'Back', 'Next', and 'Cancel'. A push pin icon is also visible in the bottom left corner. Red circles are drawn around the push pin icon, the coordinate input fields, the street address input field, and the 'Next' button.

6. All the waypoints for the tour will be display along with the tour route. As this is the first waypoint there is no route.



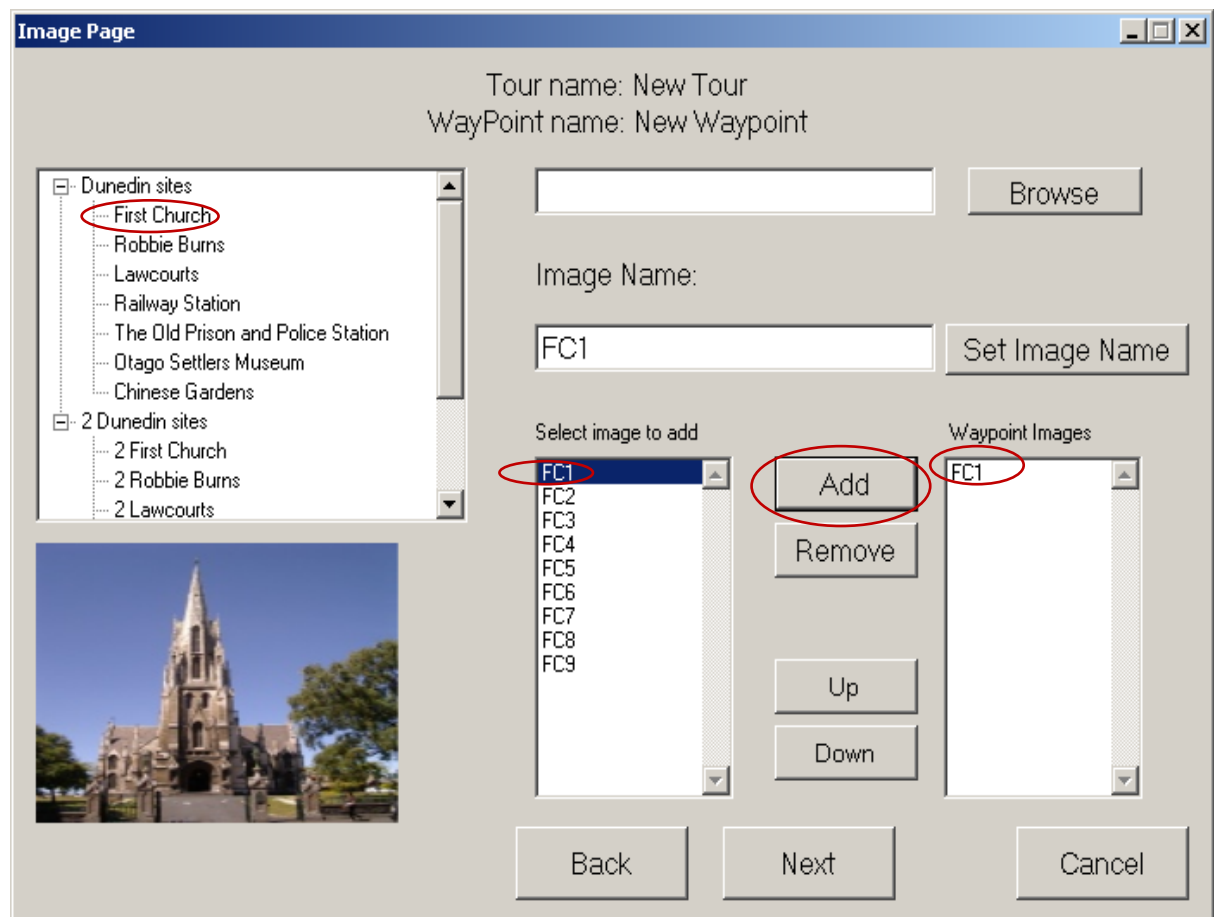
7. You can select text from other waypoints and or enter new text. If you want to add text from a waypoint you can do this by selecting a waypoint from the Add Text from other Waypoint box. This will populate the Selected Text box with the text from that waypoint which you can copy and paste this into the Add Text box. If you want add new text type it in to the Add Text box or copy and paste it from another document into the Add Text box. The waypoint must have text.

Then press next

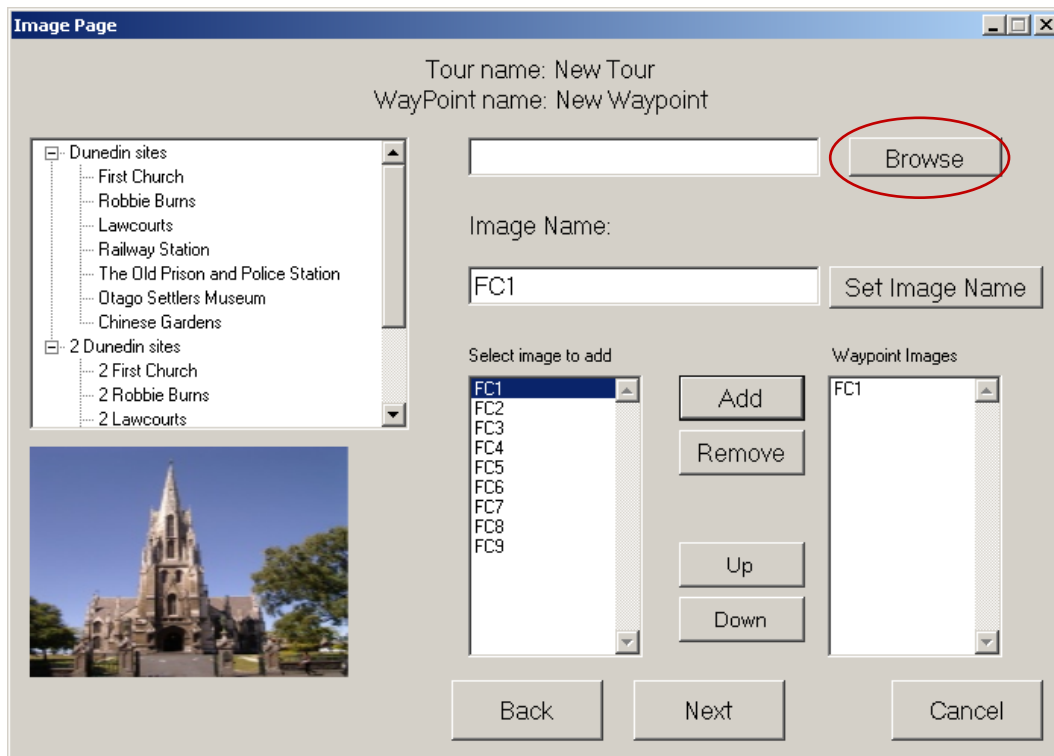


8. To add an image you can either add one from an existing waypoint or browse to the image using the browse button.

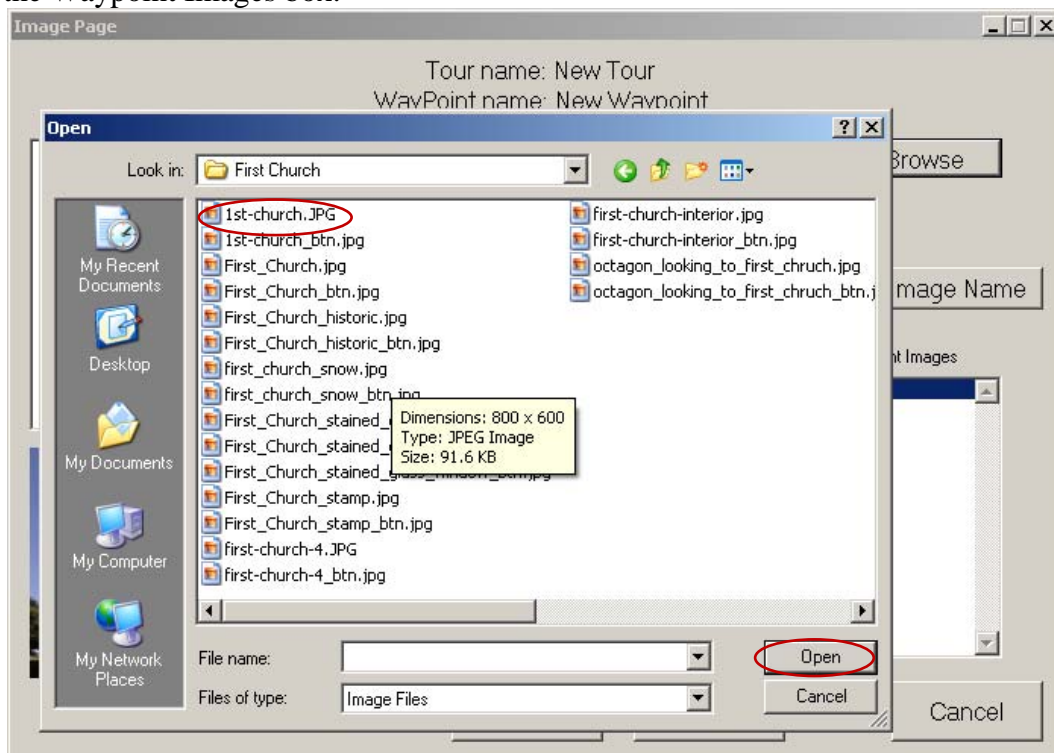
To add images from an existing waypoint select the waypoint from the waypoints box. This will populate the Select image to add box. You can select any image from this list and it will be displayed in the picture box. When you have selected the image you want press the add button. This will add it to the Waypoint Images these are the image for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing images names for that waypoint will be displayed in the Waypoint image box.



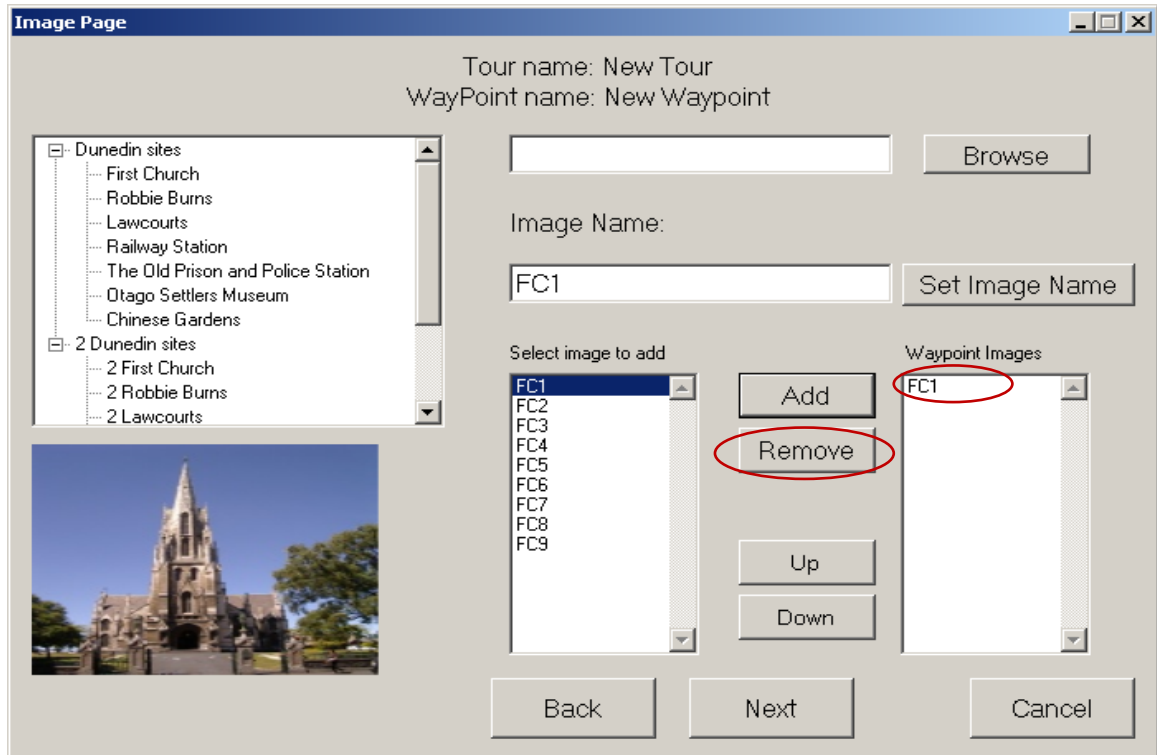
To add an image from a folder press the Browse button this will open a dialog box.



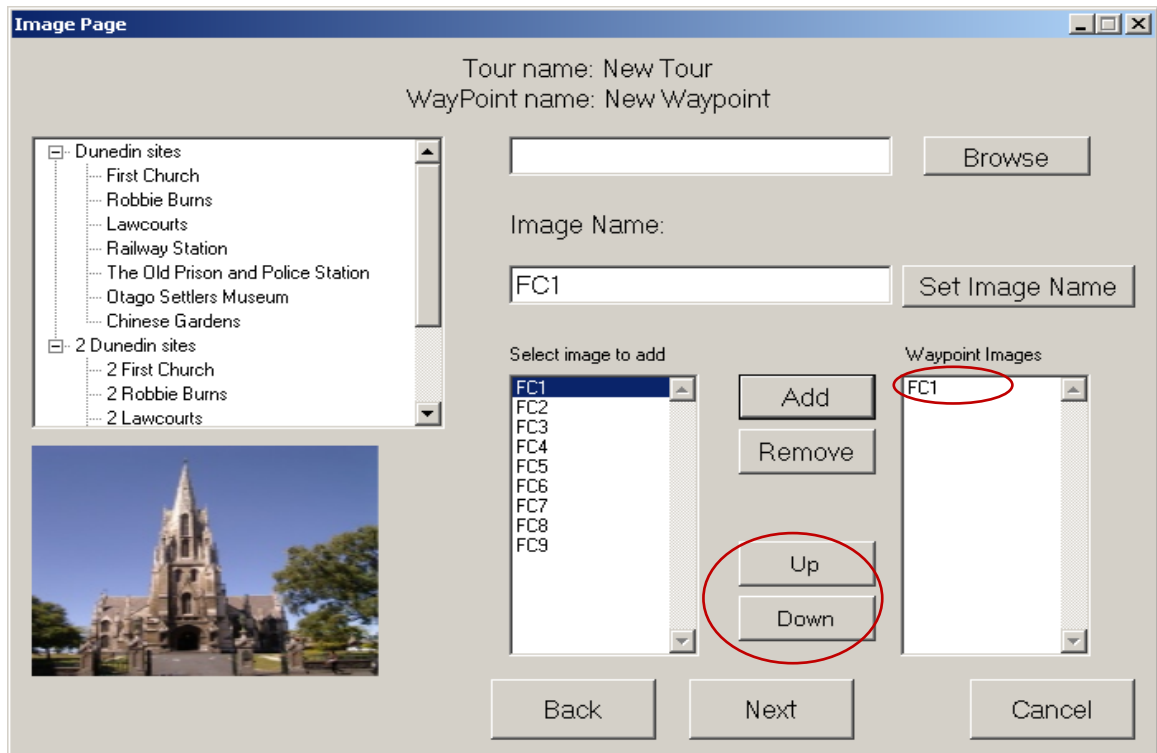
Select the image you want and double click it or press open this added the image to the Waypoint Images box.



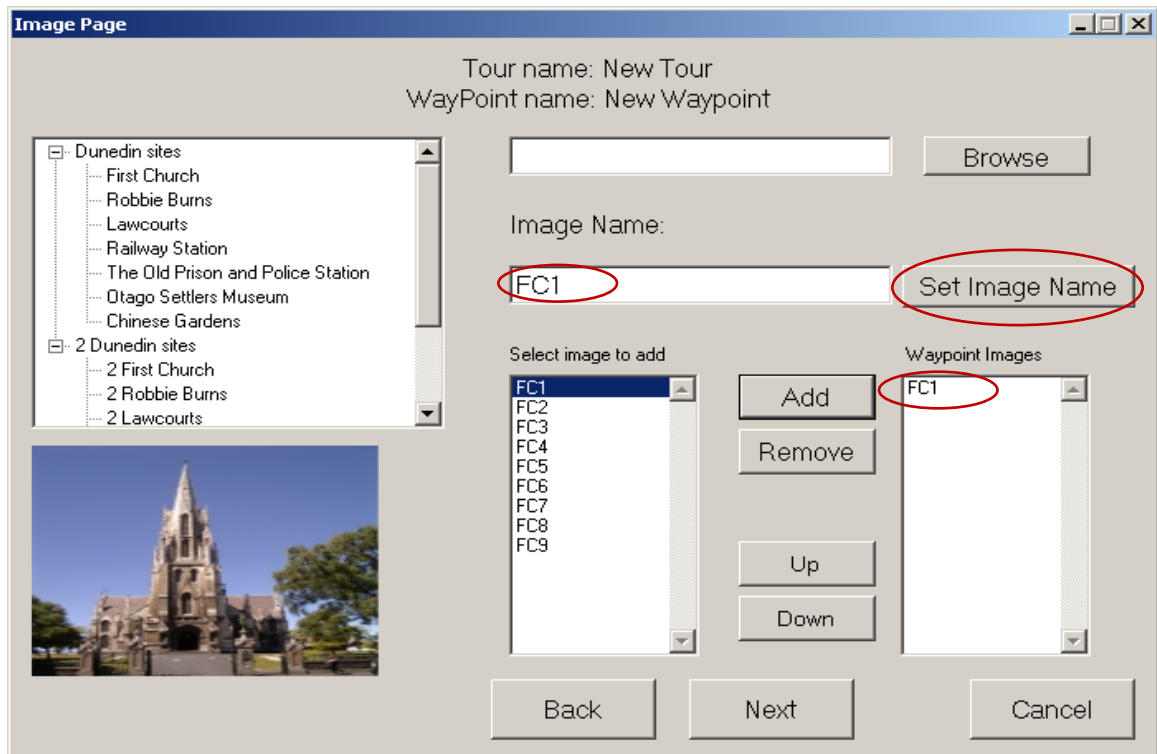
To remove an image select the image in the Waypoint Images box and press remove this will delete the image.



To change the order of the images select the image in the Waypoint Images box you want to move up or down and press the up or down button. Note the first image in the list will be displayed in the waypoint text page of the PDA.



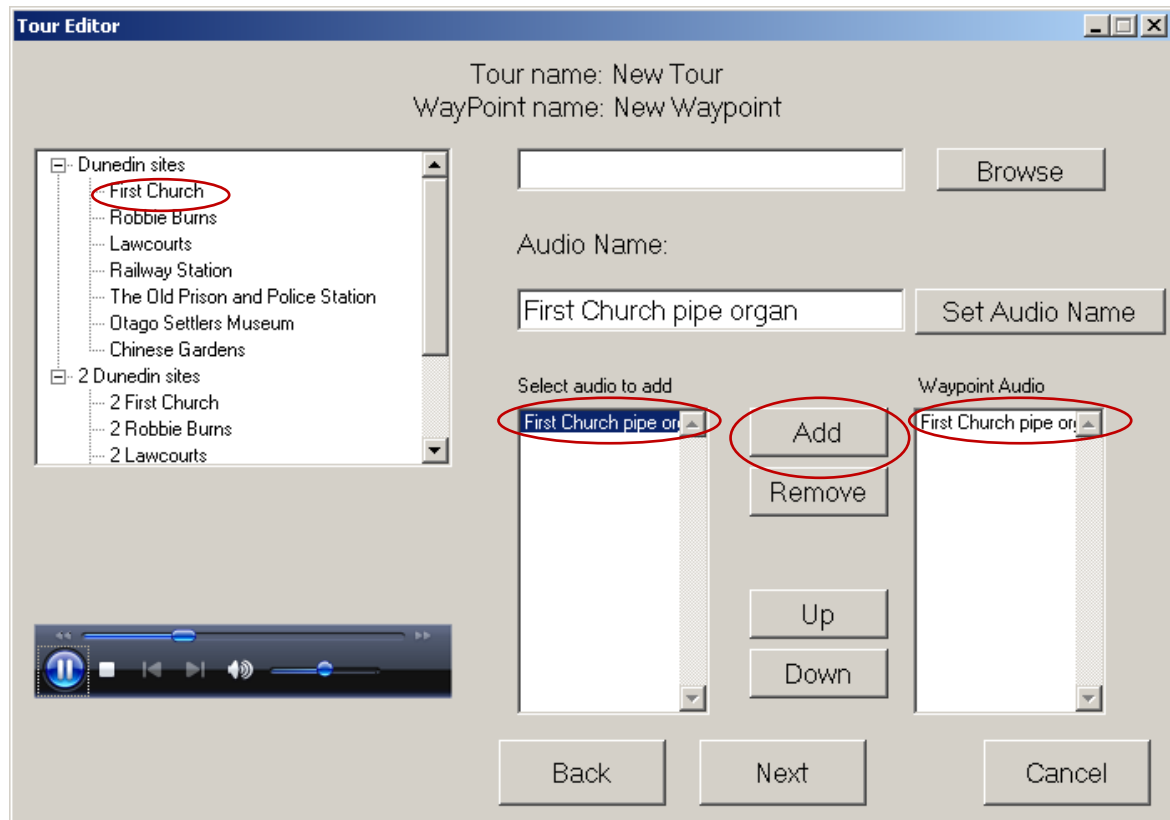
To rename an image select the image in the Waypoint Images box you want to change the name of. The name will be displayed in the Image name text box you can change its name by pressing the Set Image Name button.



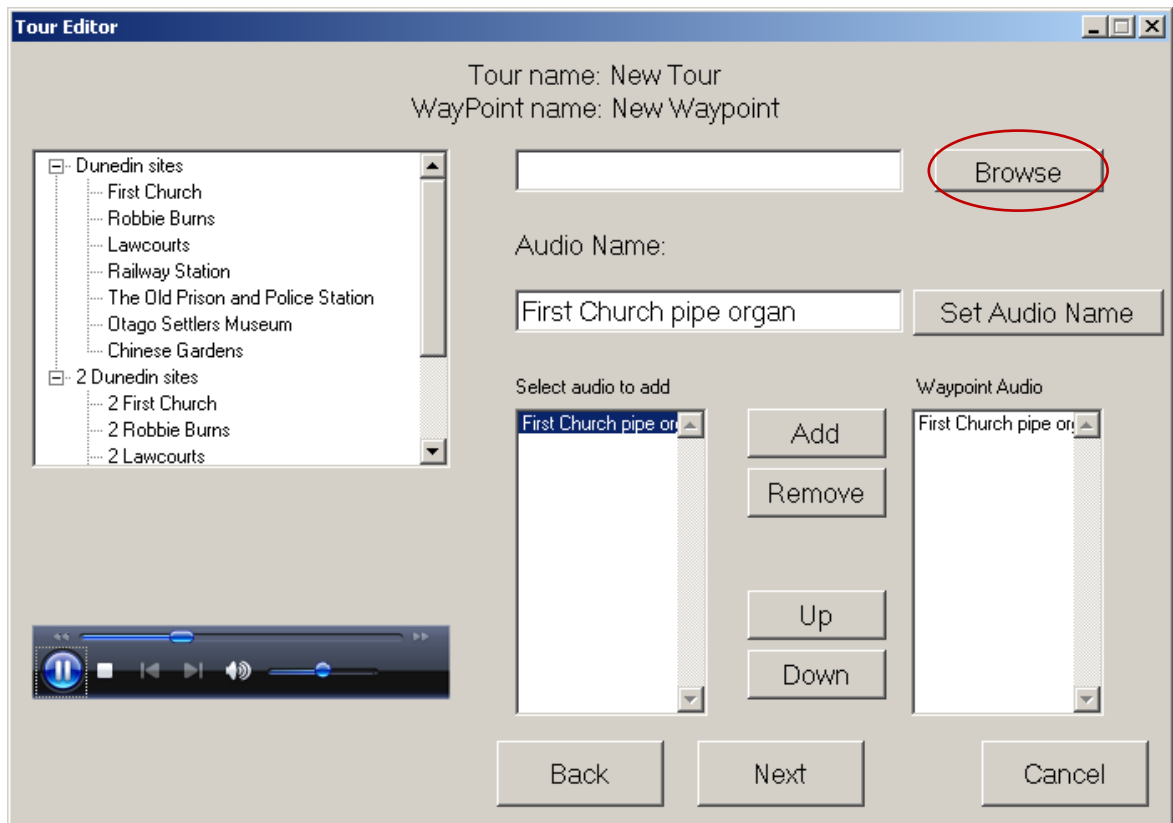
Once you have finish adding, removing, reordering and renaming the images press Next.

9. To add an audio file you can either add one from an existing waypoint or browse to the audio file using the Browse button.

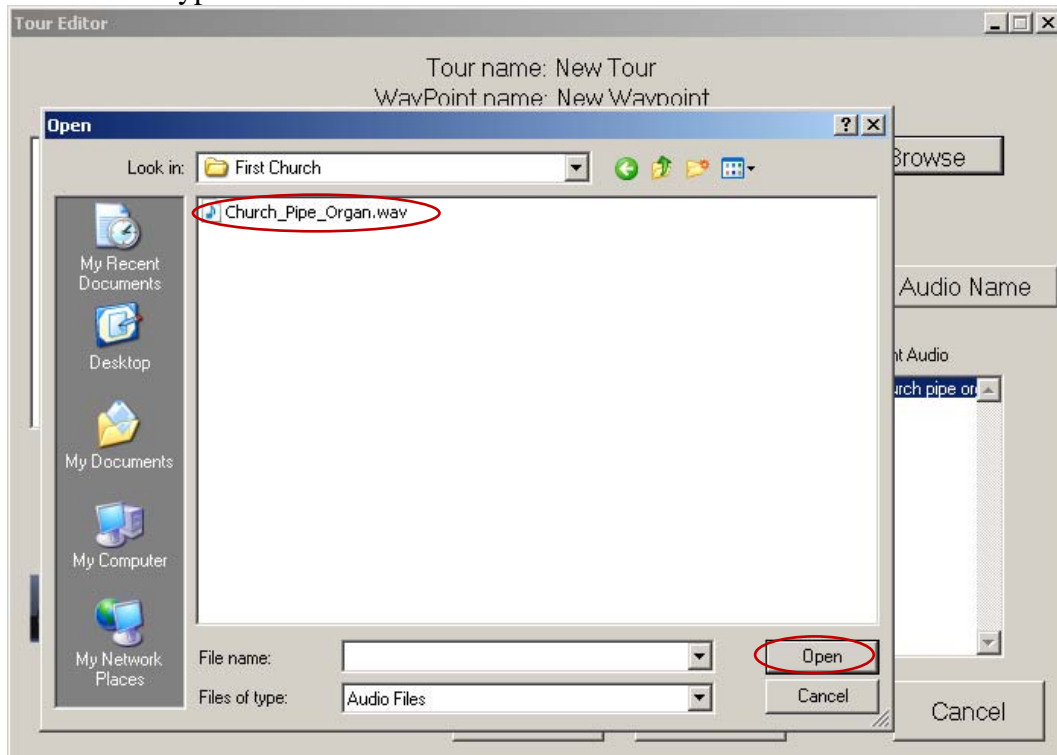
To add audio files from an existing waypoint select the waypoint from the waypoints box. This will populate the Select audio to add box. You can select any audio file from this list and it will be played. When you have selected the audio file you want press the add button. This will add it to the Waypoint Audio these are the audio files for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing audio files names for that waypoint will be displayed in the Waypoint Audio box.



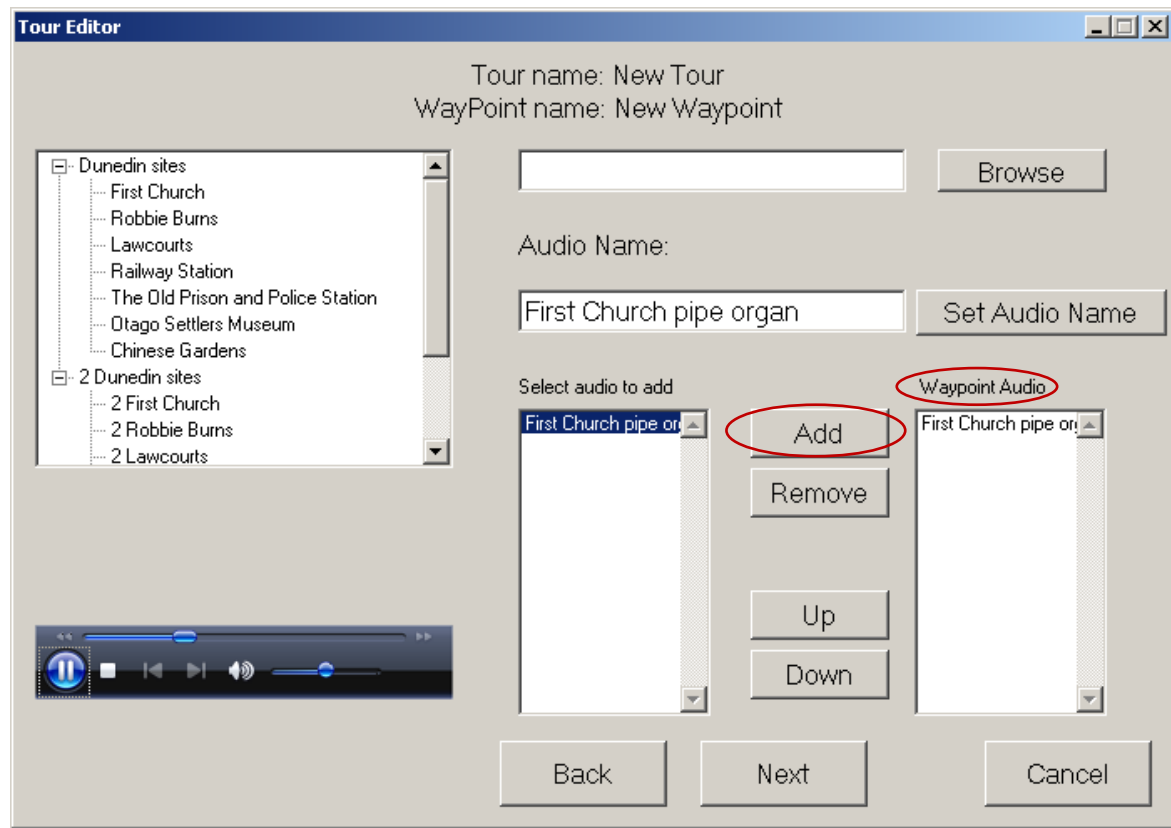
To add an audio file from a folder press the Browse button this will open a dialog box.



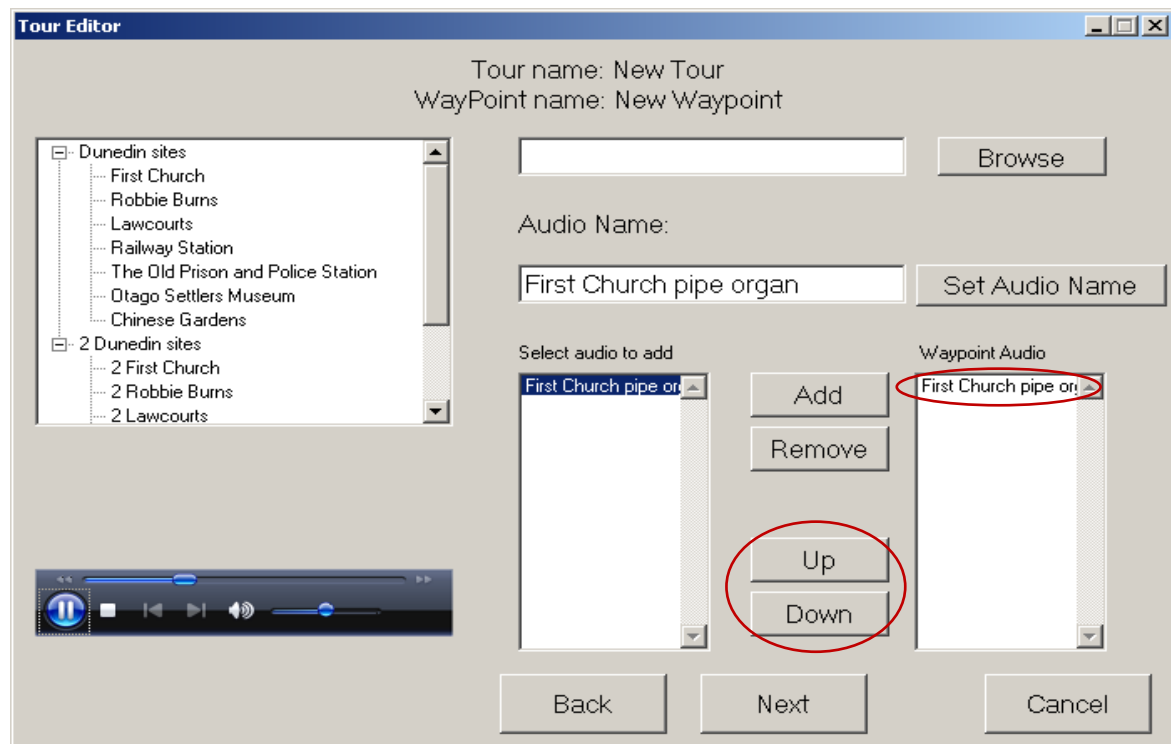
Select the audio file you want and double click it or press open this added the audio file to the Waypoint Audio box.



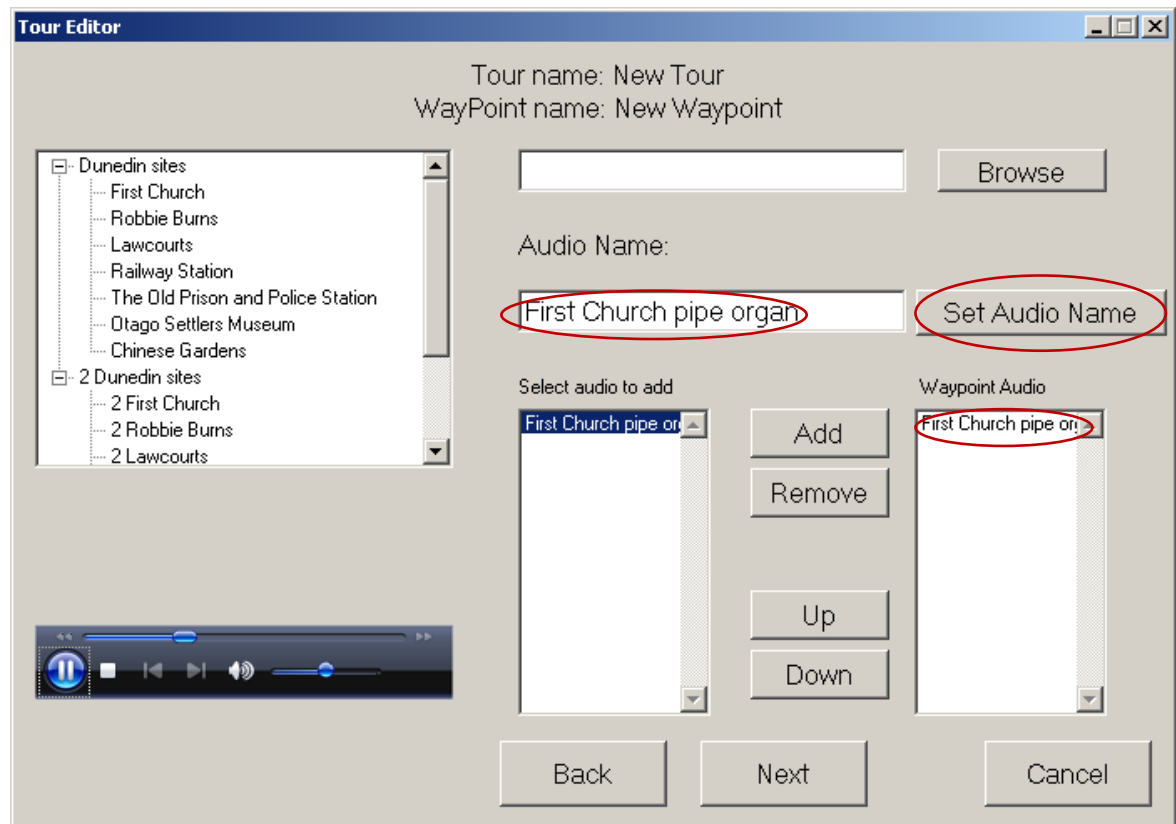
To remove an audio file select the audio file in the Waypoint Audio box and press remove this will delete the audio file.



To change the order of the audio files select the audio file in the Waypoint Audio box you want to move up or down and press the up or down button.



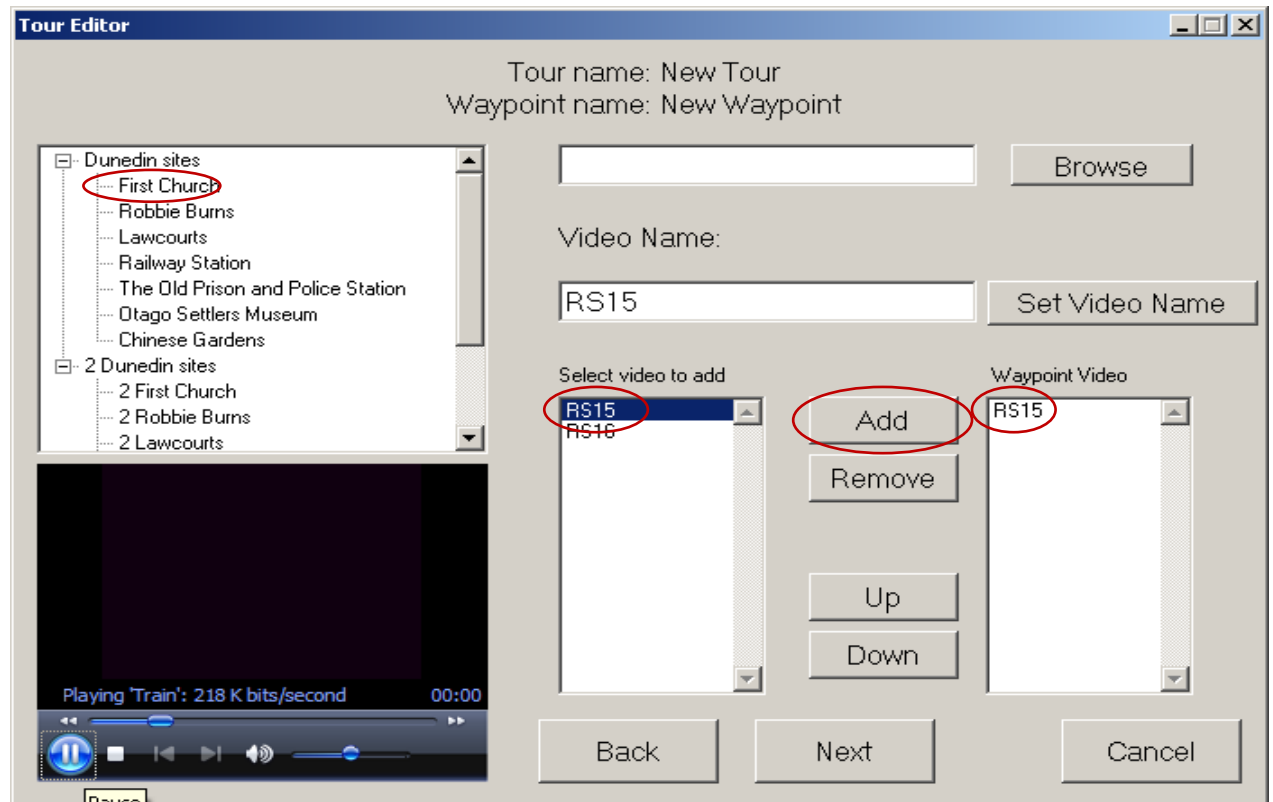
To rename an audio file select the audio file in the Waypoint Audio box you want to change the name of. The name will be displayed in the Audio file name text box you can change its name by pressing the Set Audio Name button.



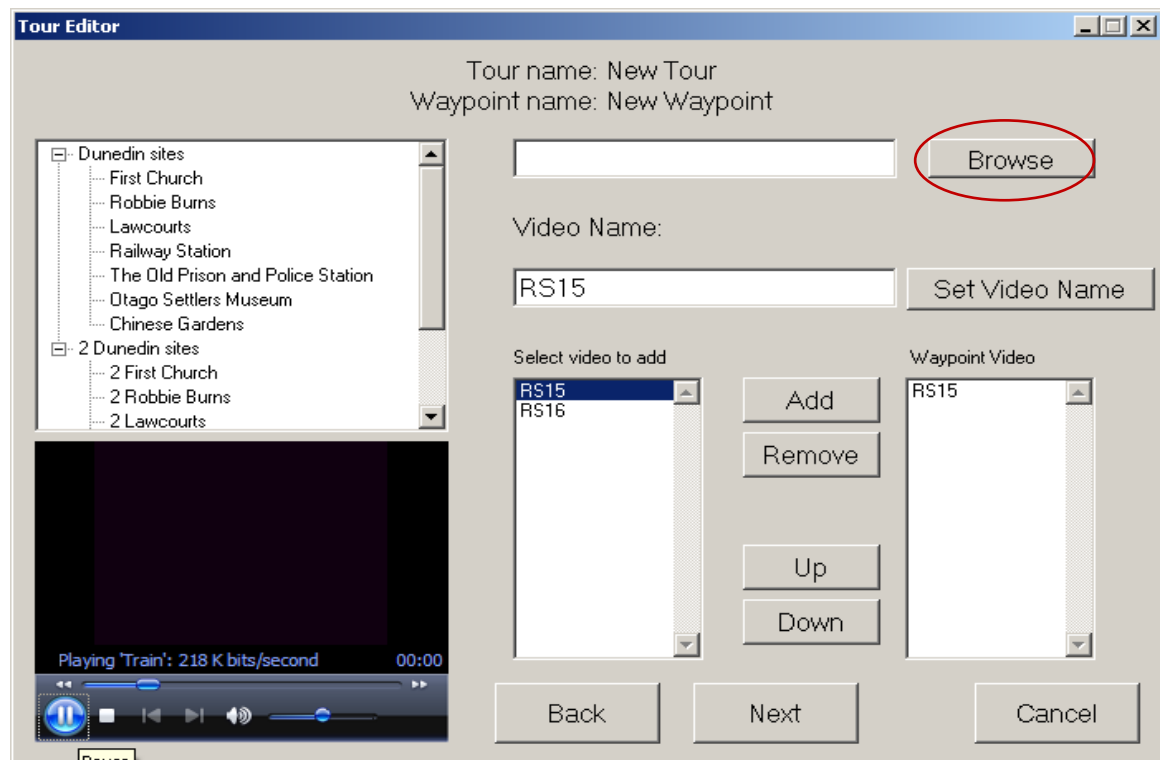
Once you have finish adding, removing, reordering and renaming the audio files press Next.

9. To add a video clip you can either add one from an existing waypoint or browse to the video clip using the Browse button.

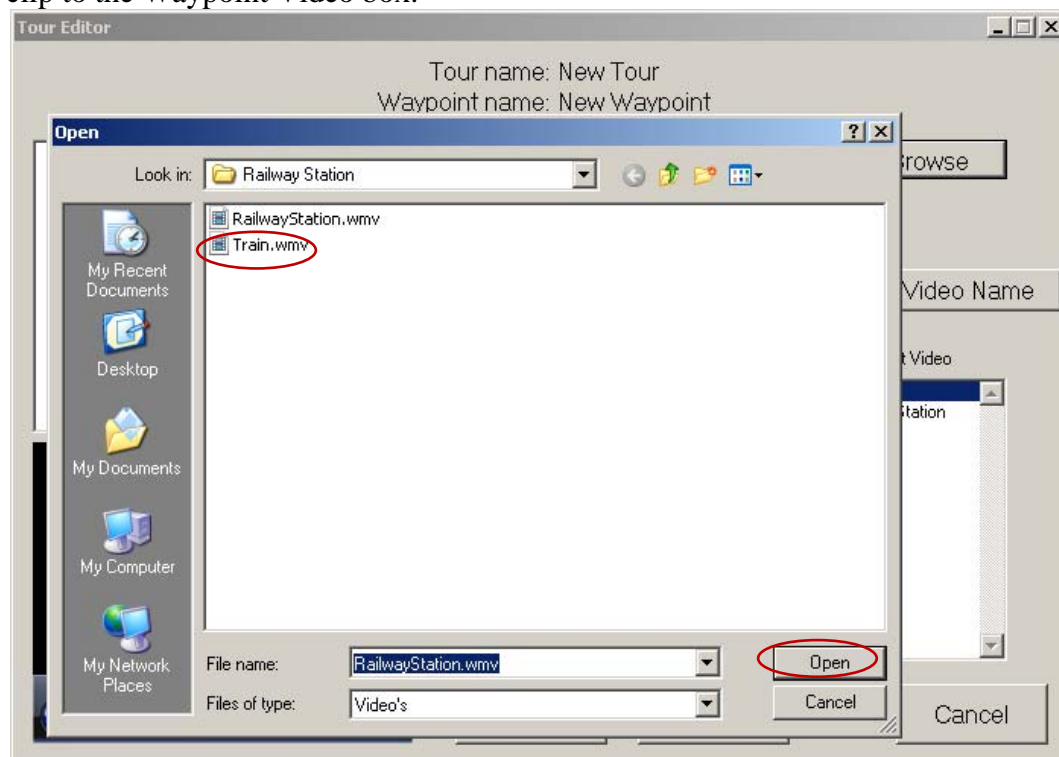
To add video clips from an existing waypoint select the waypoint from the waypoints box. This will populate the Select video to add box. You can select any video clip from this list and it will be played. When you have selected the video clip you want press the add button. This will add it to the Waypoint Video these are the video clips for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing video clips names for that waypoint will be displayed in the Waypoint Video box.



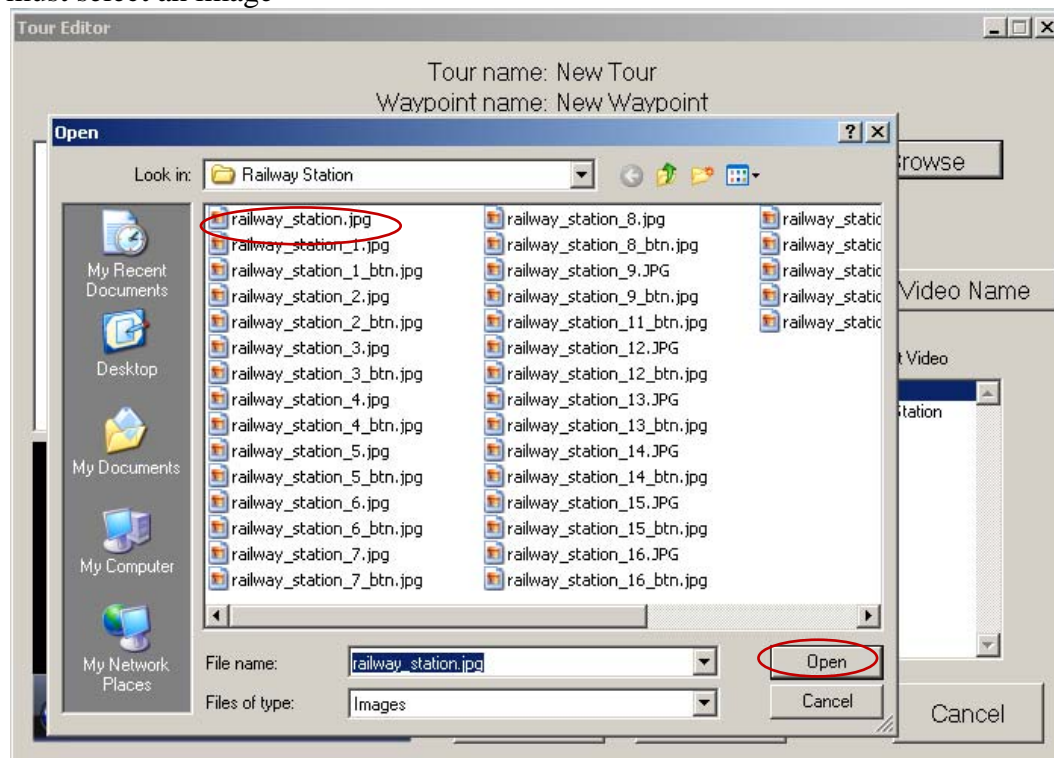
To add a video clip from a folder press the Browse button this will open a dialog box.



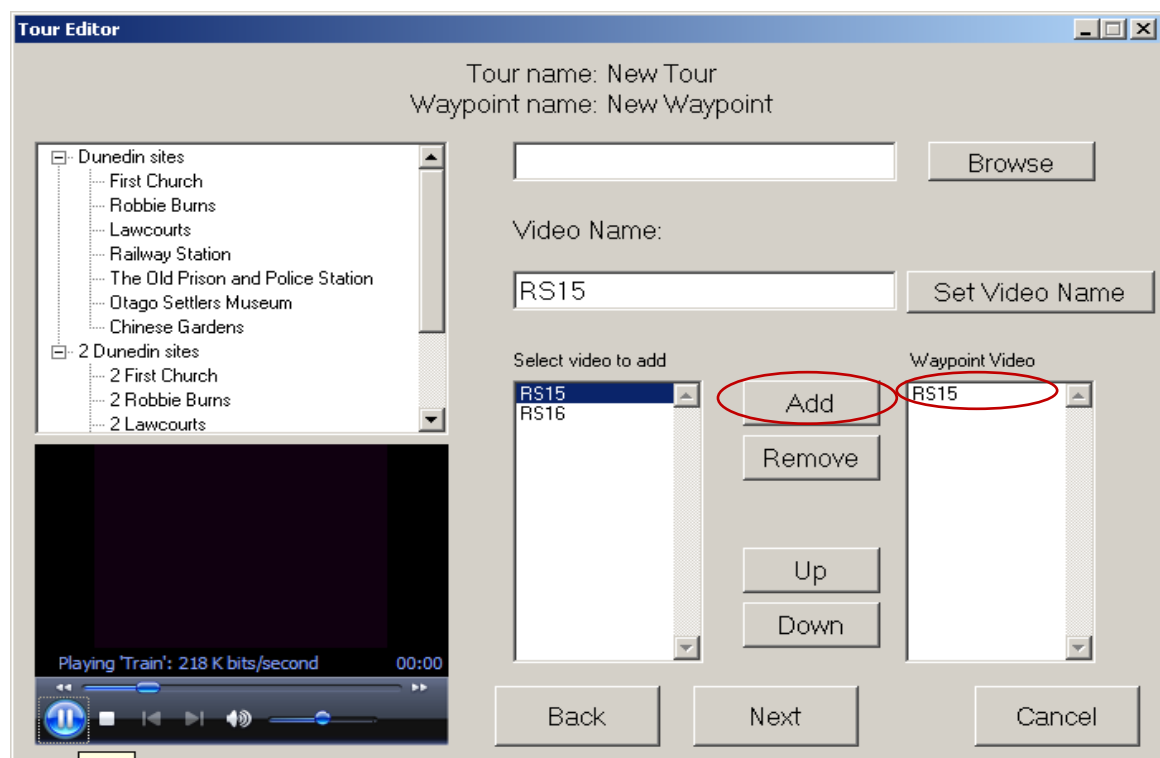
Select the video clip you want and double click it or press open this added the video clip to the Waypoint Video box.



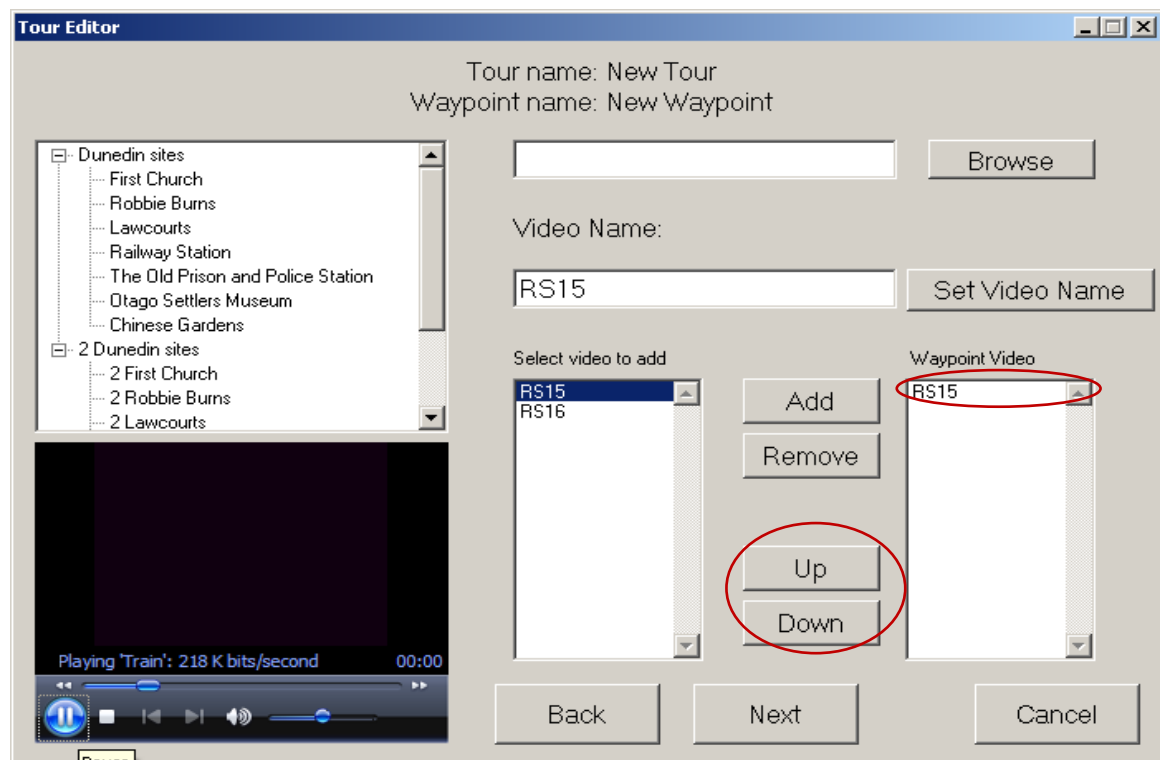
A second dialog box will appear to select a image for the thumbnail in the PDA you must select an image



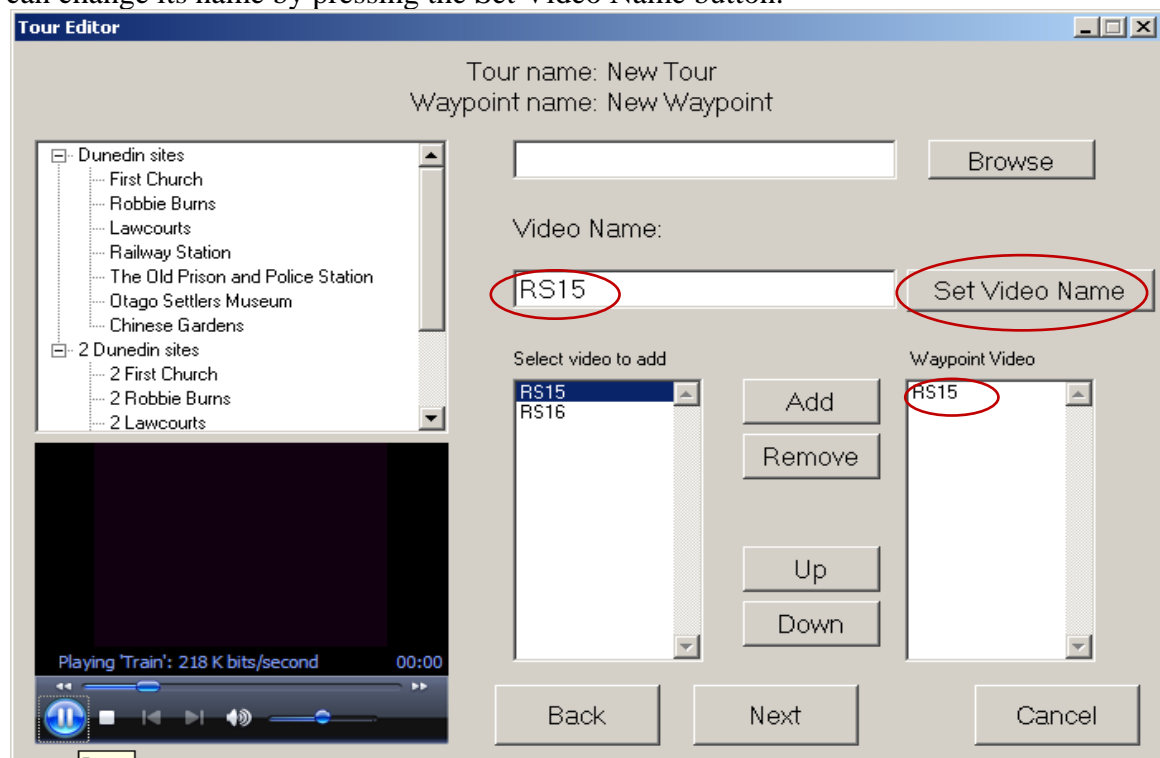
To remove a video clip select the video clip in the Waypoint Video box and press remove this will delete the video clip.



To change the order of the video clips select the video clip in the Waypoint Video box you want to move up or down and press the up or down button.



To rename a video clip select the video clip in the Waypoint Video box you want to change the name of. The name will be displayed in the Video clip name text box you can change its name by pressing the Set Video Name button.



Once you have finish adding, removing, reordering and renaming the video clips press Next.

Confirm page

This page is there to allow you to see what you have created in a Waypoint.

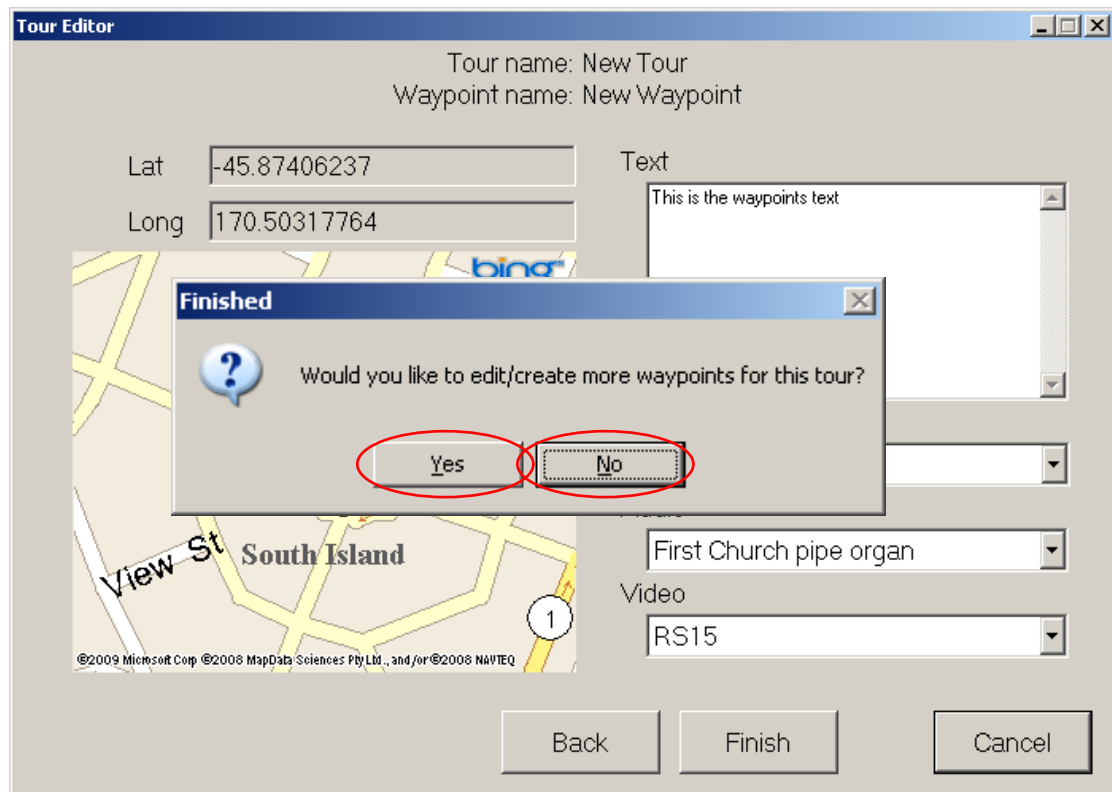
This page shows you what Latitude and Longitude information belongs to the waypoint and what text, pictures, audio and video belong to the waypoint. Also the MapPoint image allows you to see where about the waypoint is located.

Clicking on the Back button will take you back to the video page.

Clicking on the Cancel button will cancel what you have done with this waypoint.

The screenshot shows the 'Tour Editor' window. At the top, it displays 'Tour name: New Tour' and 'Waypoint name: New Waypoint'. Below this, there are input fields for 'Lat' (-45.87406237) and 'Long' (170.50317764). To the left of these fields is a map of Dunedin, New Zealand, with a blue square marking the 'New Waypoint' location. The map shows streets like Moray Pl and View St, and labels for 'Dunedin' and 'South Island'. To the right of the map, there are several configuration options: 'Text' (a text area containing 'This is the waypoints text'), 'Pictures' (a dropdown menu showing 'FC1'), 'Audio' (a dropdown menu showing 'First Church pipe organ'), and 'Video' (a dropdown menu showing 'RS15'). At the bottom of the window, there are three buttons: 'Back', 'Finish' (which is circled in red), and 'Cancel'.

5. Click on the Finish button if you are happy with the contents of the waypoint. A message box will appear.



6. Click Yes if you would like to create more waypoints for this tour. This will take you back to the waypoint page.

Or

4. Click No if you don't want to create anymore waypoints for this tour. This will tack you back to the start page.

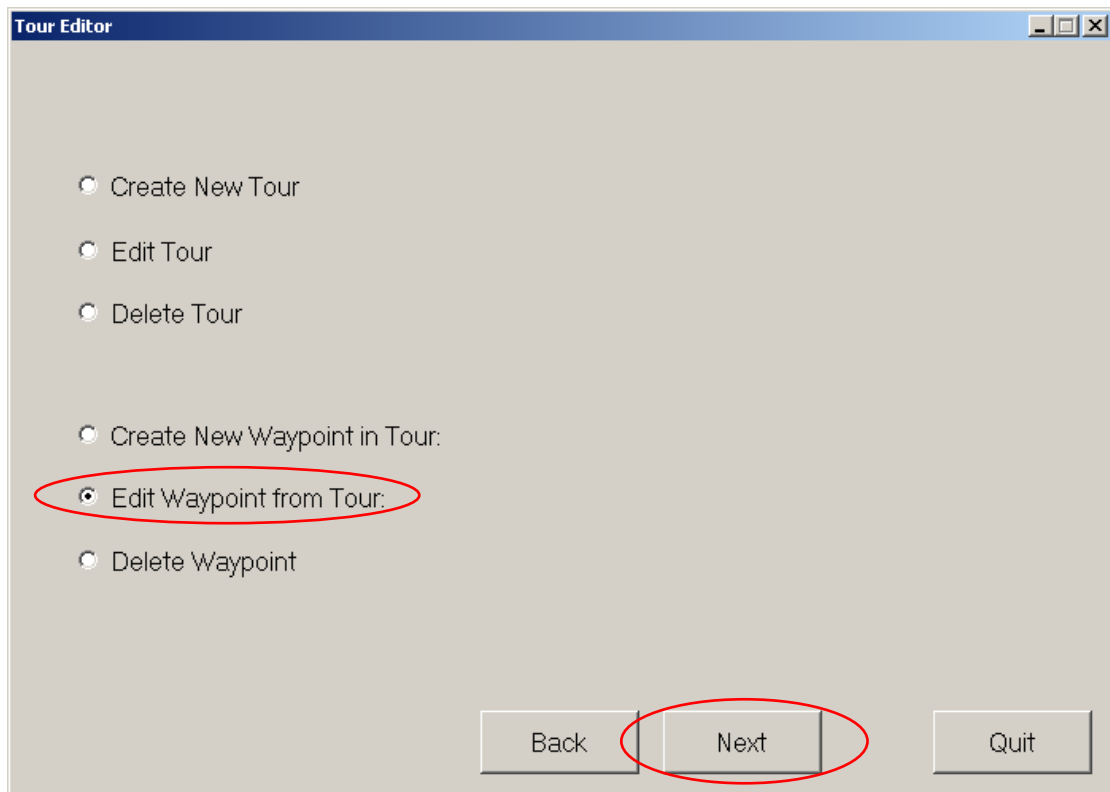
Note: both options will commit the changes made to the waypoint and right the information out to the XML file.

Edit Waypoint from tour

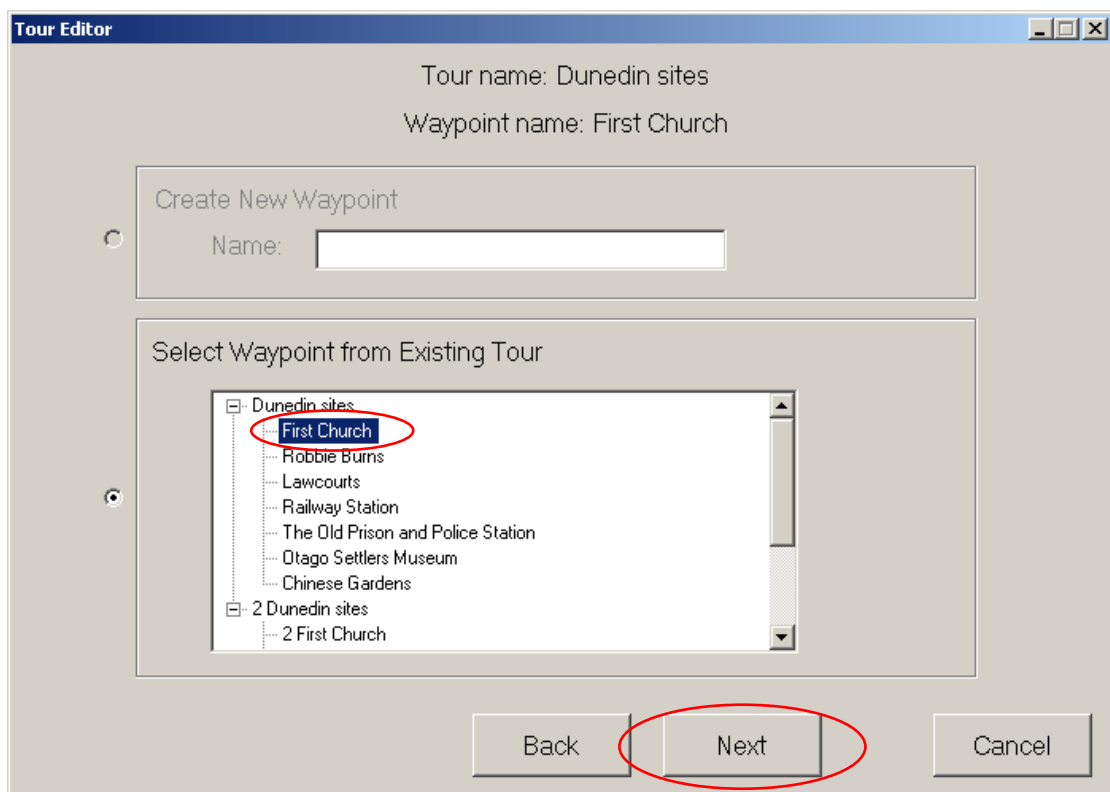
If you haven't already entered the login and password on the MapPoint credentials page do so now.

This is used to Edit an existing waypoint from an existing tour.

Note: If no tours exist this option will be greyed out.



1. Select the *Edit Waypoint from Tour* radio button.
2. Click the *Next* button. The waypoint page will then be displayed.



3. Select the Waypoint that you want to edit.

4. Click the next button. The co-ordinate page will then appear.

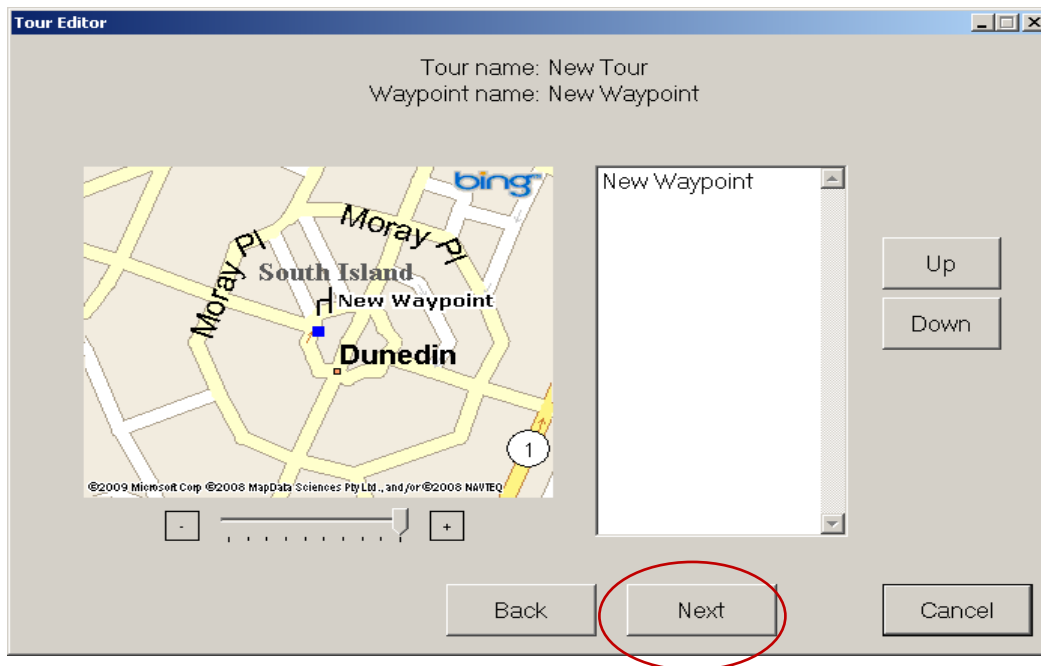
If you have selected an existing waypoint it will show the coordinates that have been assigned to it.

If you have created a new waypoint it will have been give a default location of the octagon you can change this by doing one of the following.

- 5a. Enter the longitude and latitude coordinates and pressing the set button.
- 5b. Enter the street address in this format `<address>, <postal code>`
example: 55 mystery street, 9011.
- 5c. Click on the push pin and then click on the map where you want to set the waypoint. Note the map can be repositioned by clicking on it will then recenter on that location.

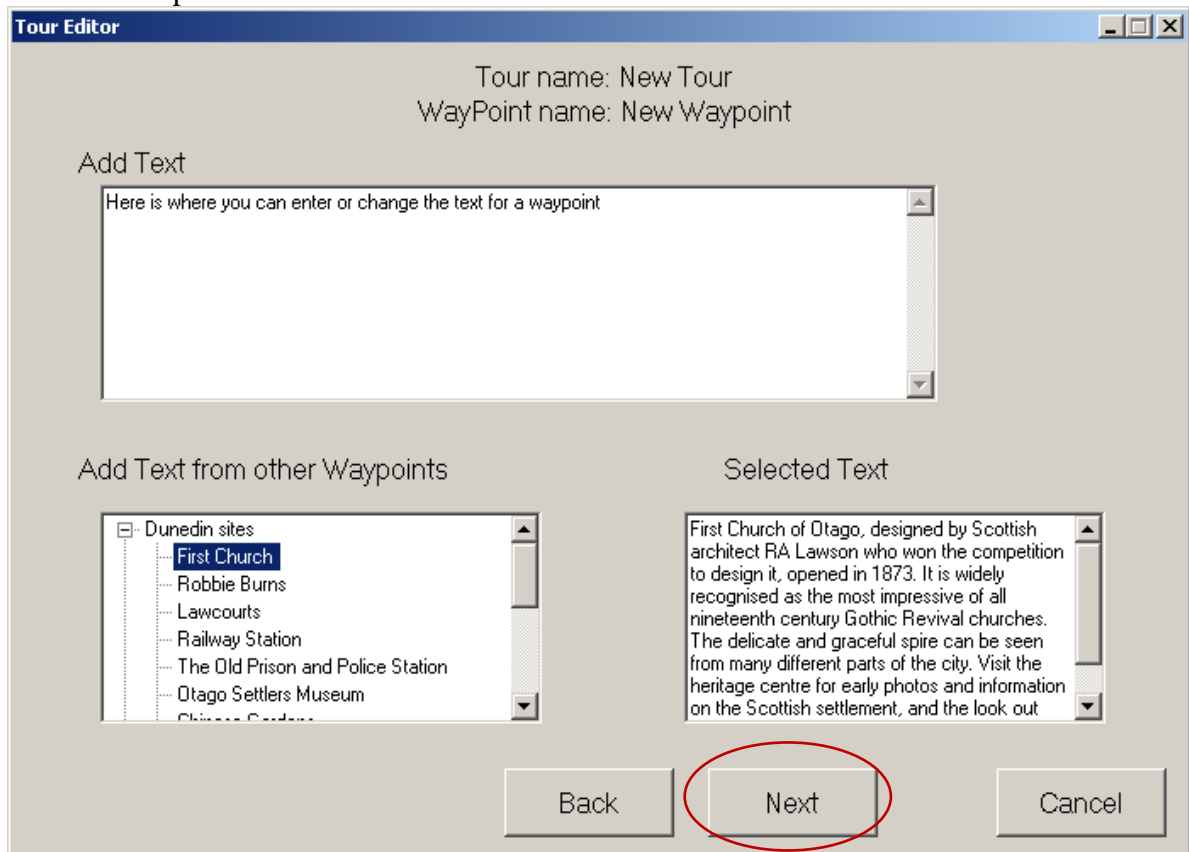
Once the location has been set press Next.

6. All the waypoints for the tour will be display along with the tour route. As this is the first waypoint there is no route.



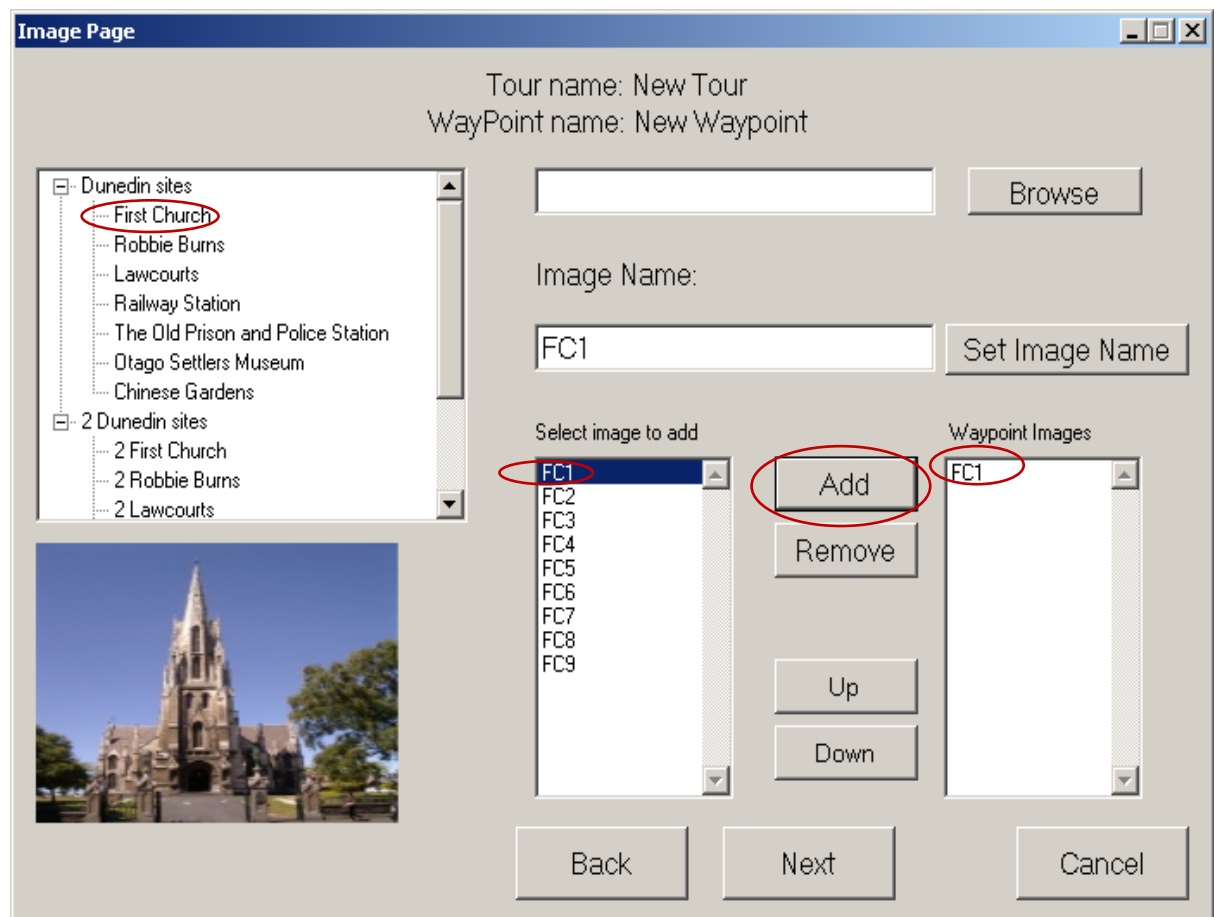
7. You can select text from other waypoints and or enter new text. If you want to add text from a waypoint you can do this by selecting a waypoint from the Add Text from other Waypoint box. This will populate the Selected Text box with the text from that waypoint which you can copy and paste this into the Add Text box. If you want add new text type it in to the Add Text box or copy and paste it from another document into the Add Text box. The waypoint must have text.

Then press next

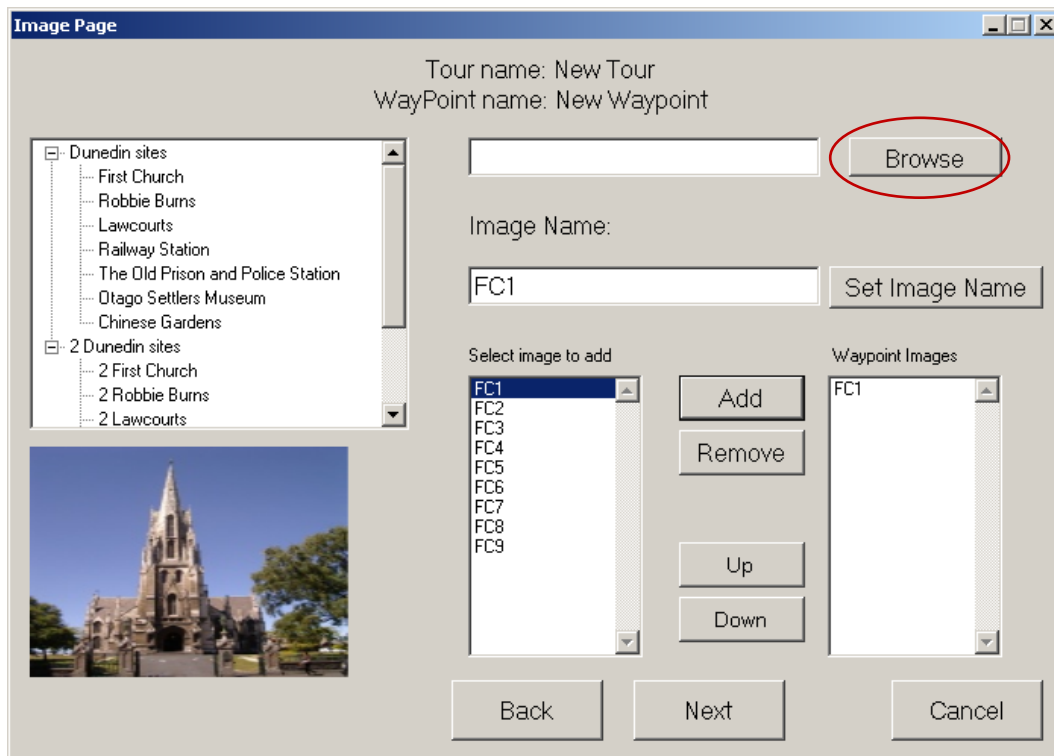


8. To add an image you can either add one from an existing waypoint or browse to the image using the browse button.

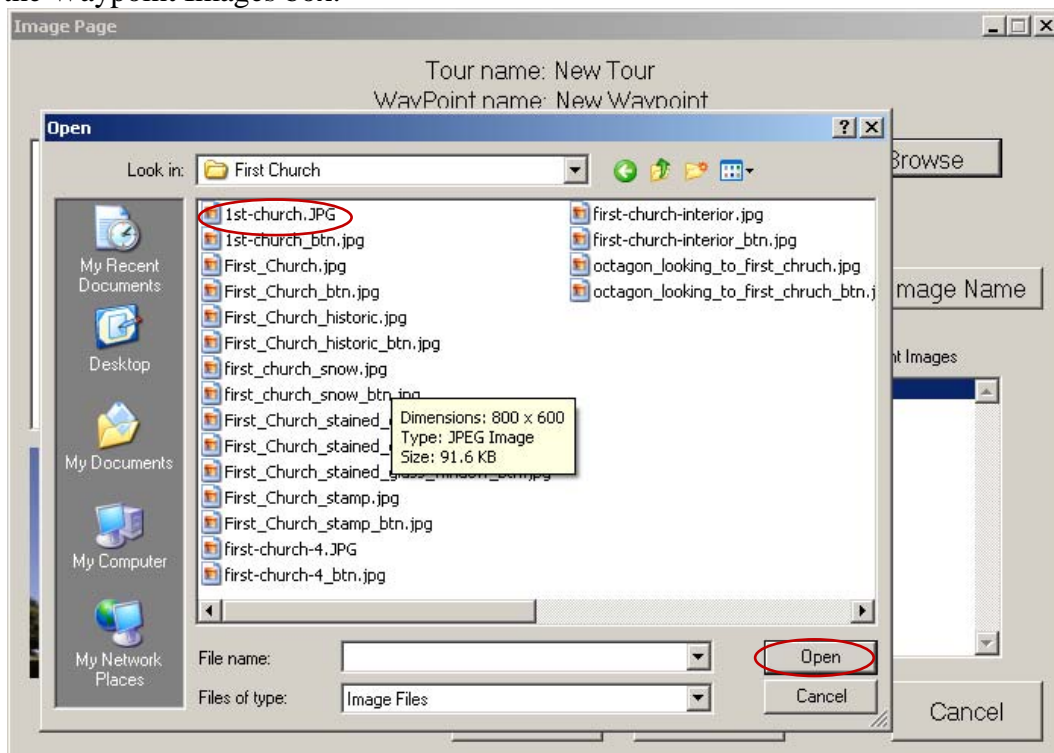
To add images from an existing waypoint select the waypoint from the waypoints box. This will populate the Select image to add box. You can select any image from this list and it will be displayed in the picture box. When you have selected the image you want press the add button. This will add it to the Waypoint Images these are the image for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing images names for that waypoint will be displayed in the Waypoint image box.



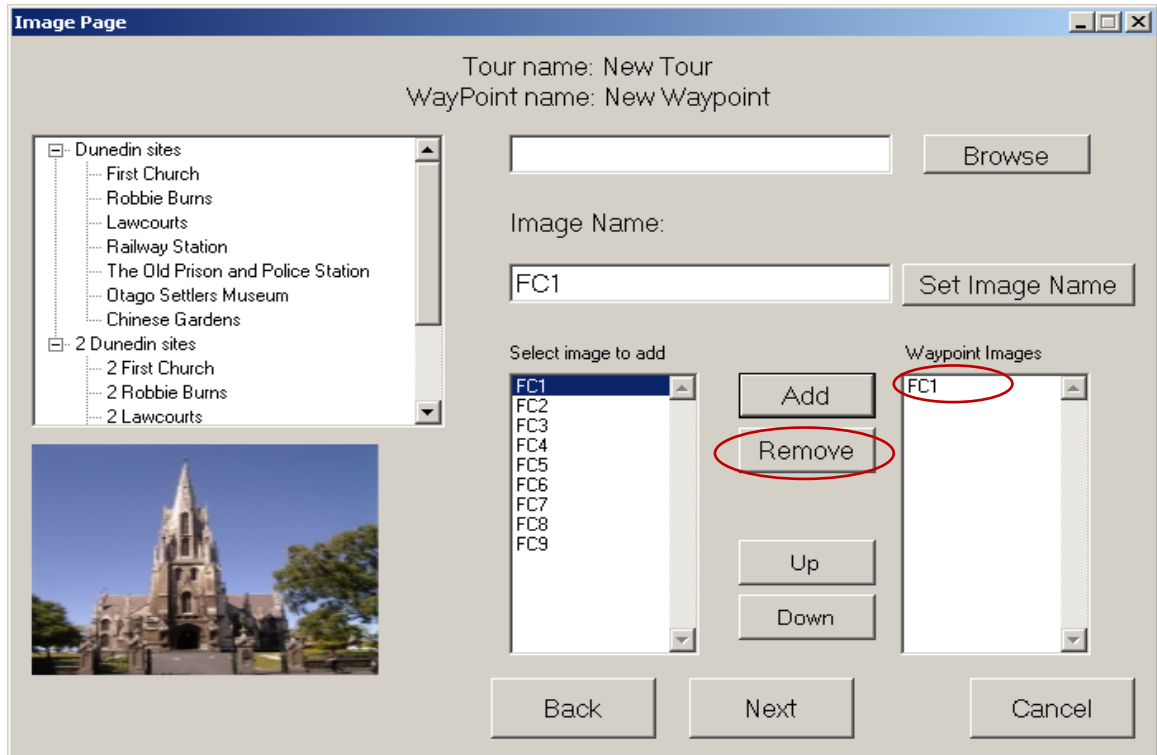
To add an image from a folder press the Browse button this will open a dialog box.



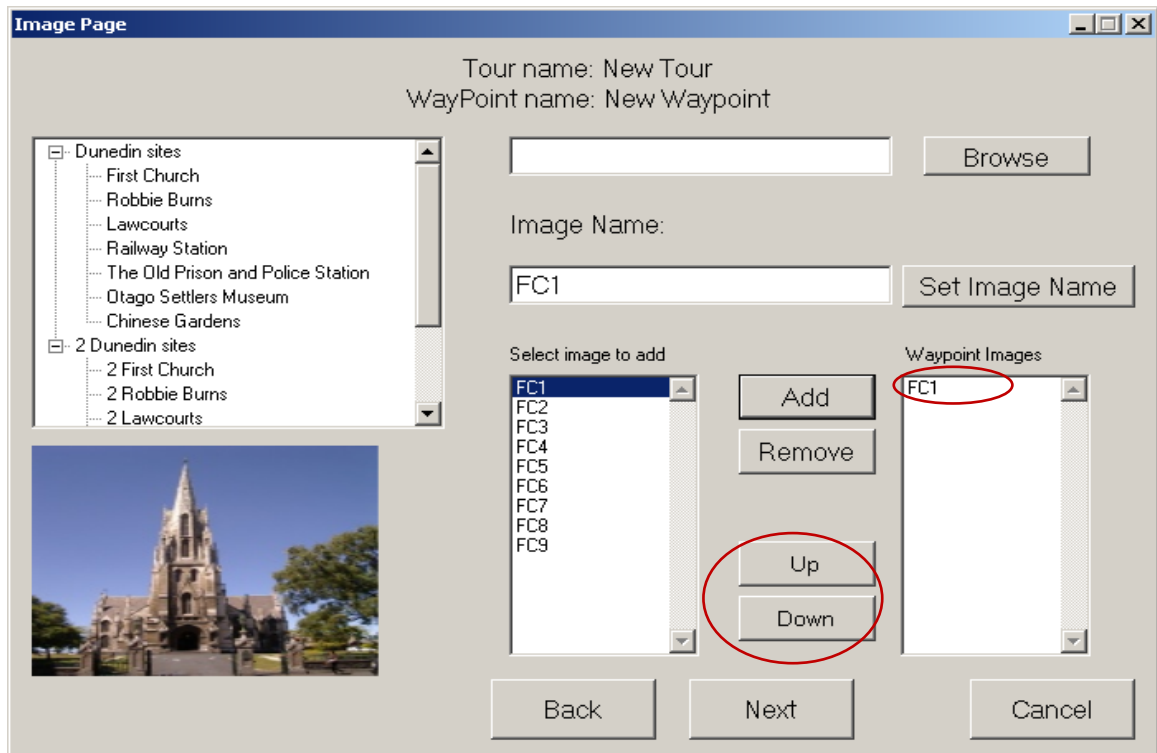
Select the image you want and double click it or press open this added the image to the Waypoint Images box.



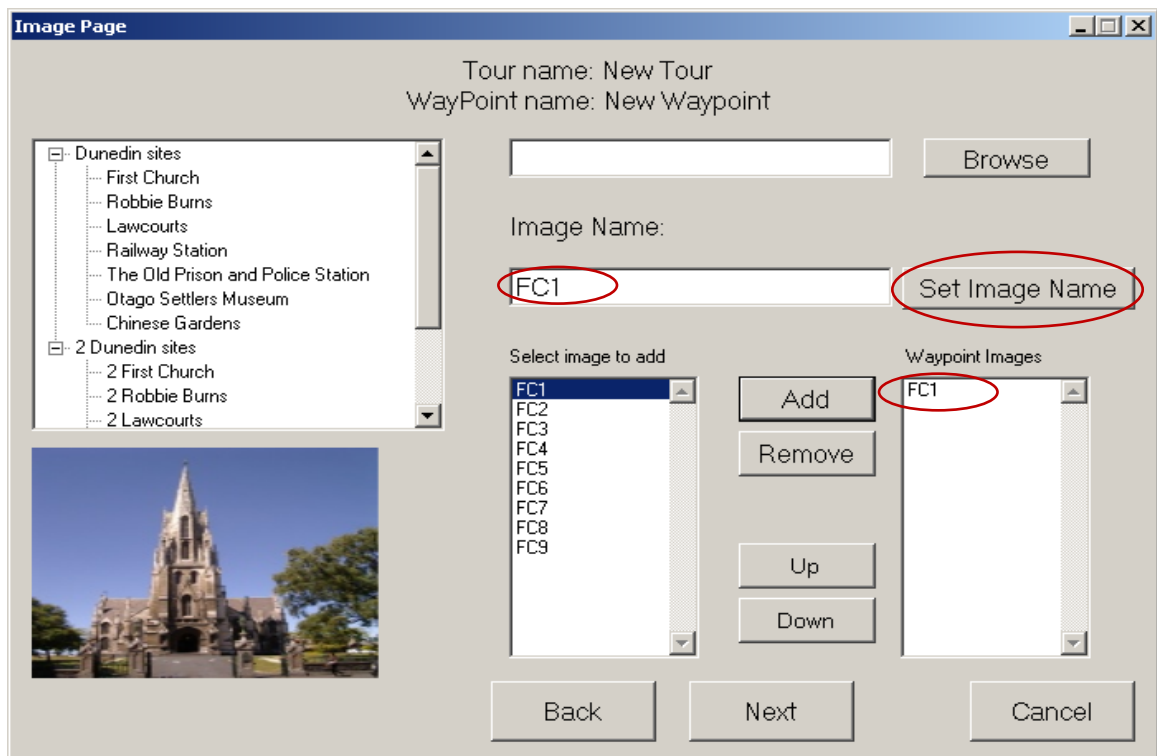
To remove an image select the image in the Waypoint Images box and press remove this will delete the image.



To change the order of the images select the image in the Waypoint Images box you want to move up or down and press the up or down button. Note the first image in the list will be displayed in the waypoint text page of the PDA.



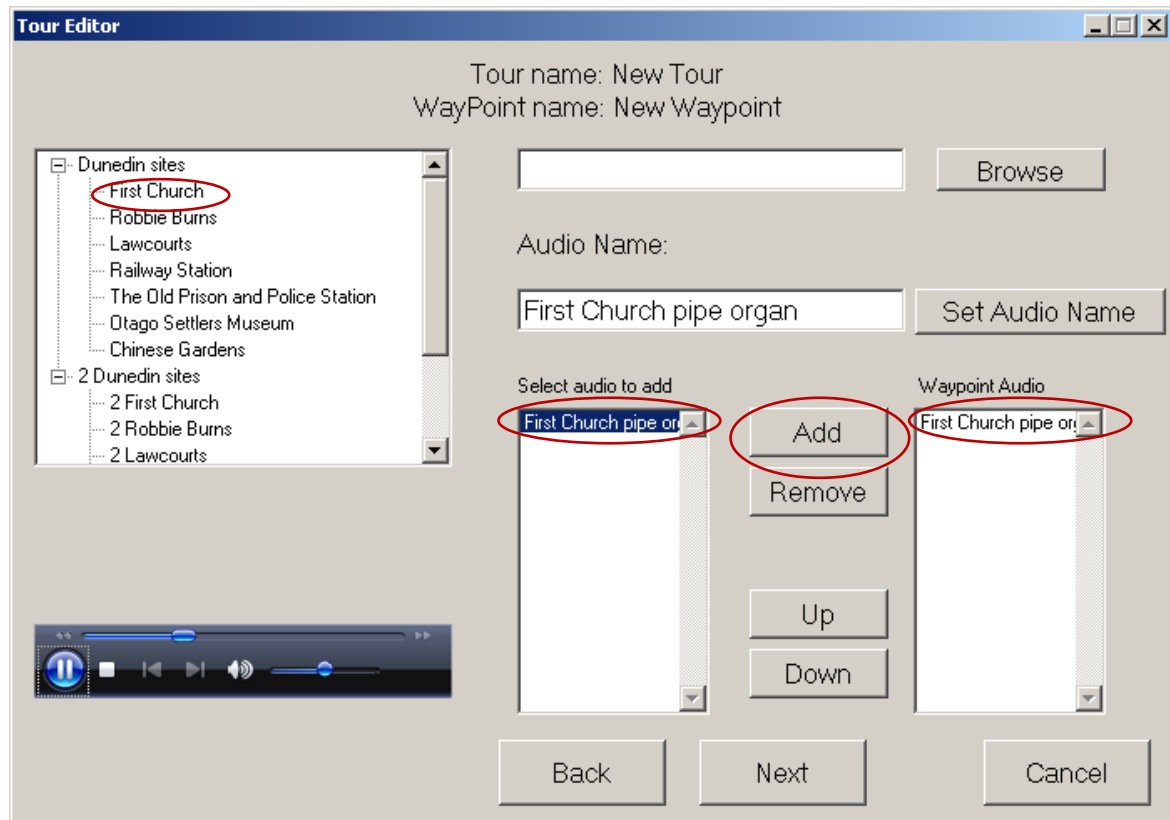
To rename an image select the image in the Waypoint Images box you want to change the name of. The name will be displayed in the Image name text box you can change its name by pressing the Set Image Name button.



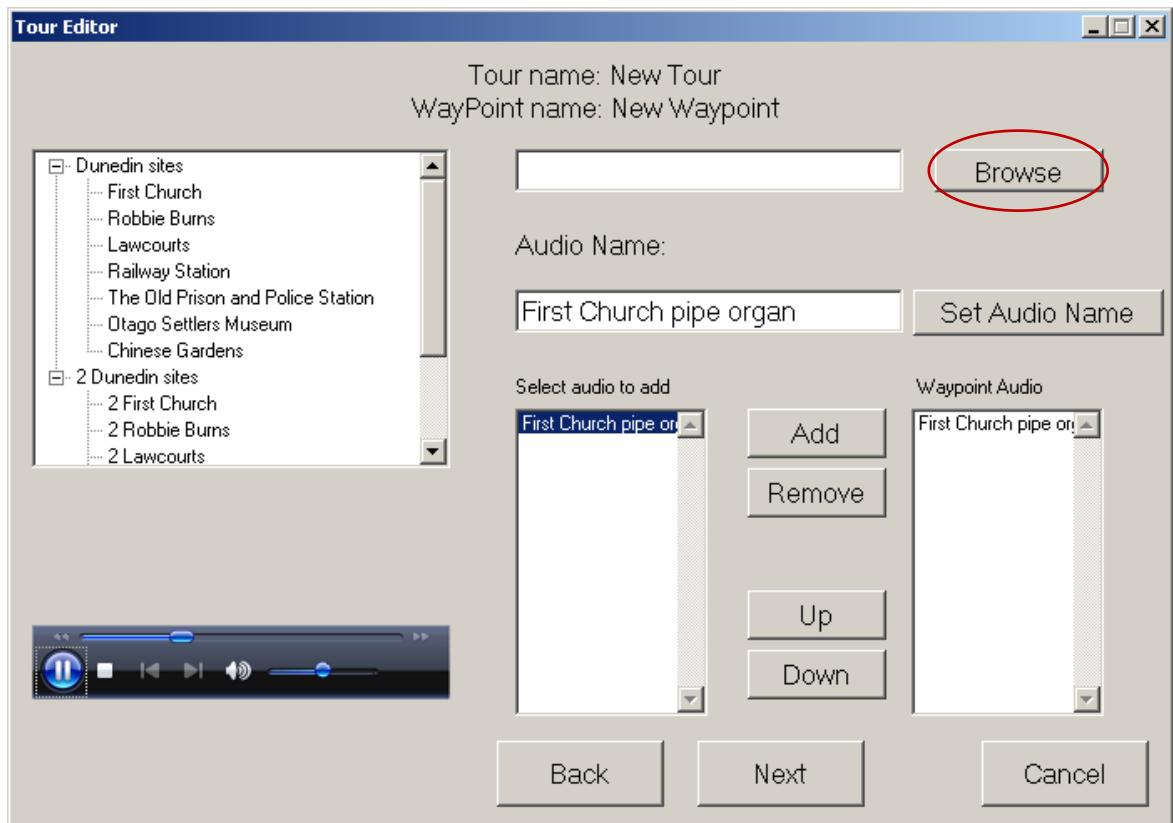
Once you have finish adding, removing, reordering and renaming the images press Next.

9. To add an audio file you can either add one from an existing waypoint or browse to the audio file using the Browse button.

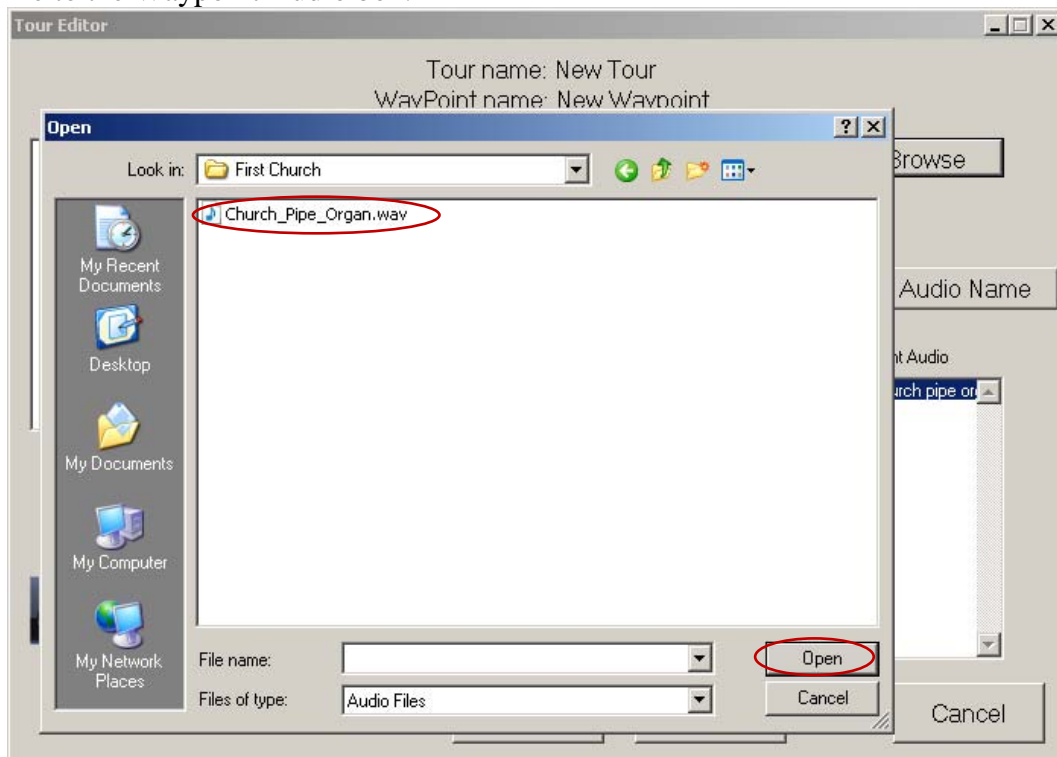
To add audio files from an existing waypoint select the waypoint from the waypoints box. This will populate the Select audio to add box. You can select any audio file from this list and it will be played. When you have selected the audio file you want press the add button. This will add it to the Waypoint Audio these are the audio files for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing audio files names for that waypoint will be displayed in the Waypoint Audio box.



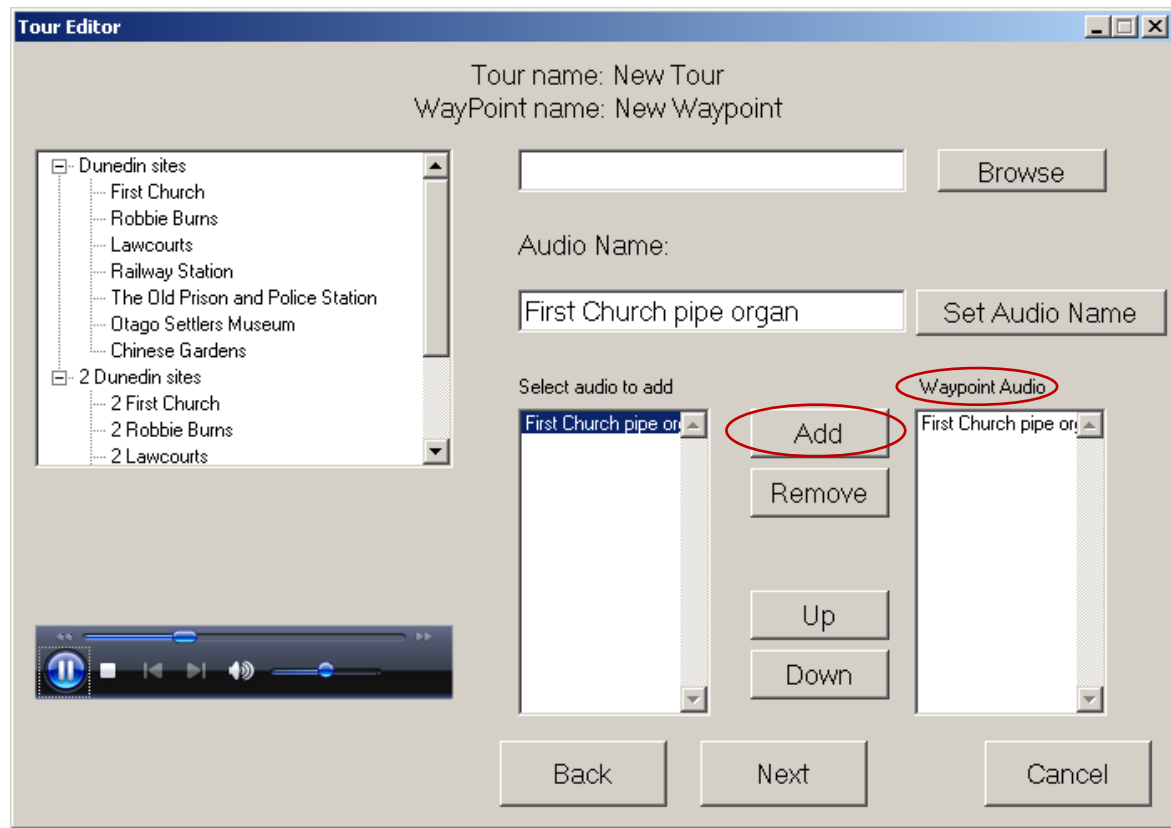
To add an audio file from a folder press the Browse button this will open a dialog box.



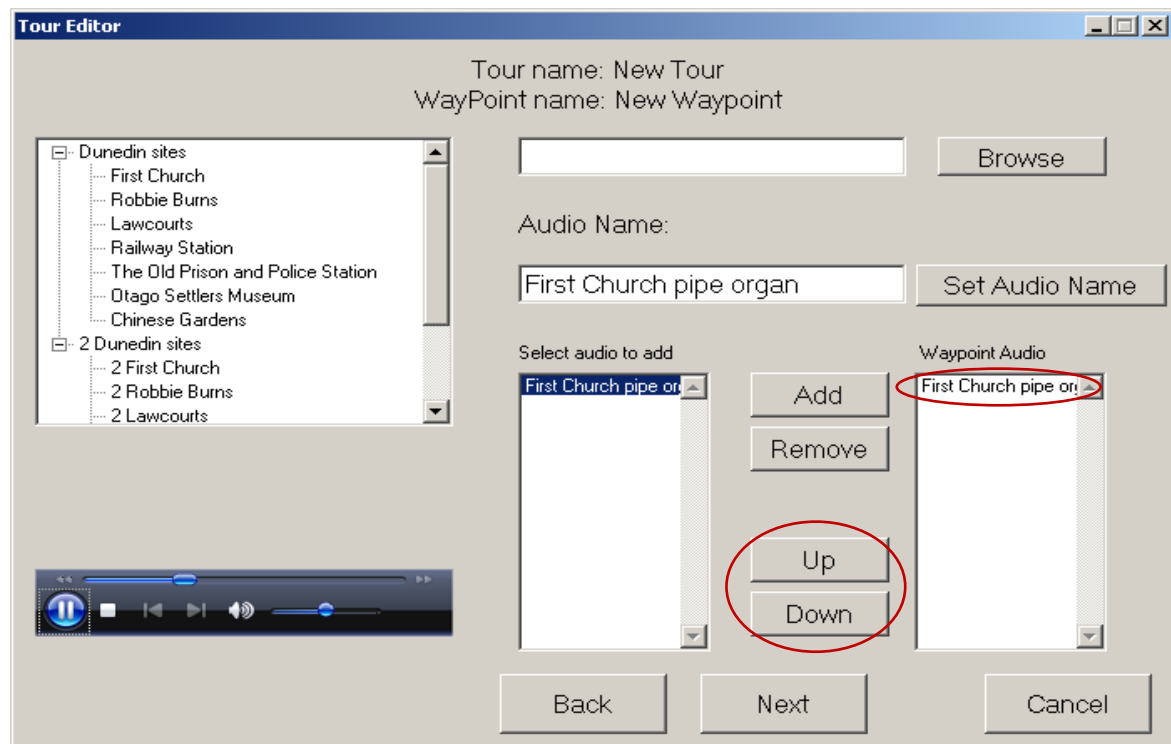
Select the audio file you want and double click it or press open this added the audio file to the Waypoint Audio box.



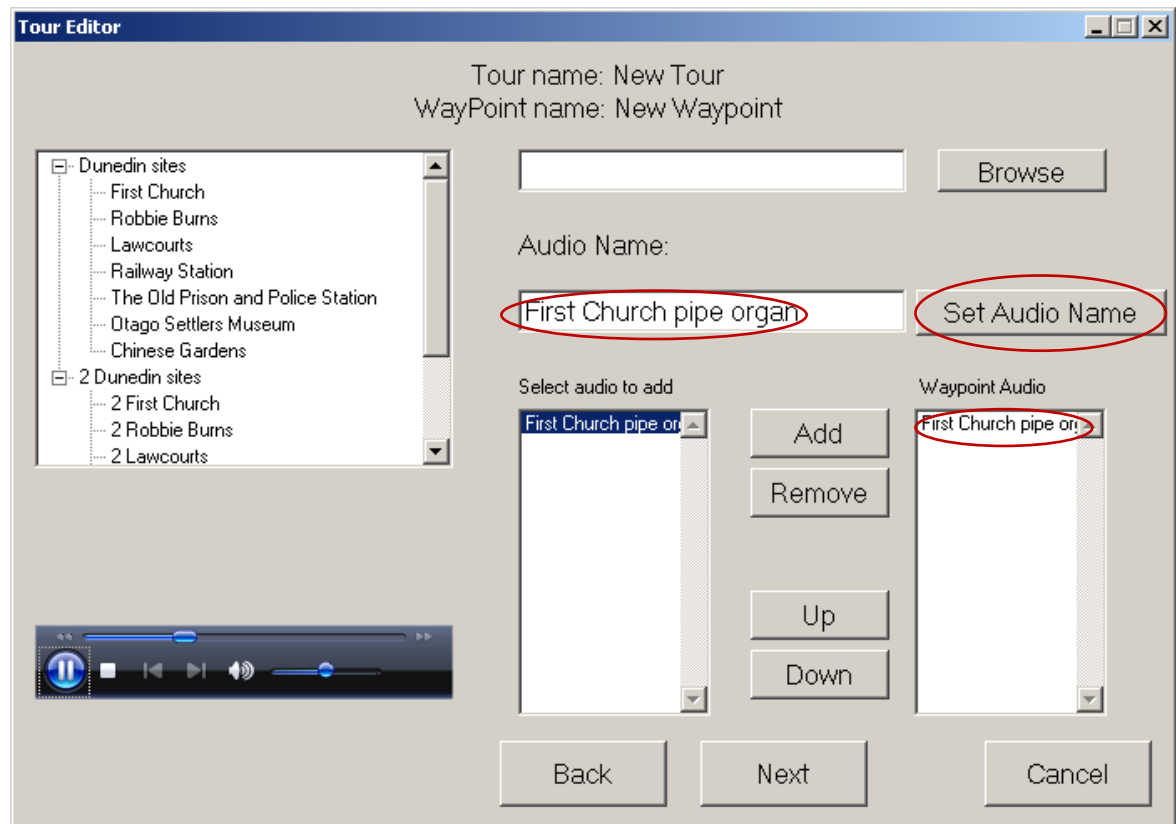
To remove an audio file select the audio file in the Waypoint Audio box and press remove this will delete the audio file.



To change the order of the audio files select the audio file in the Waypoint Audio box you want to move up or down and press the up or down button.



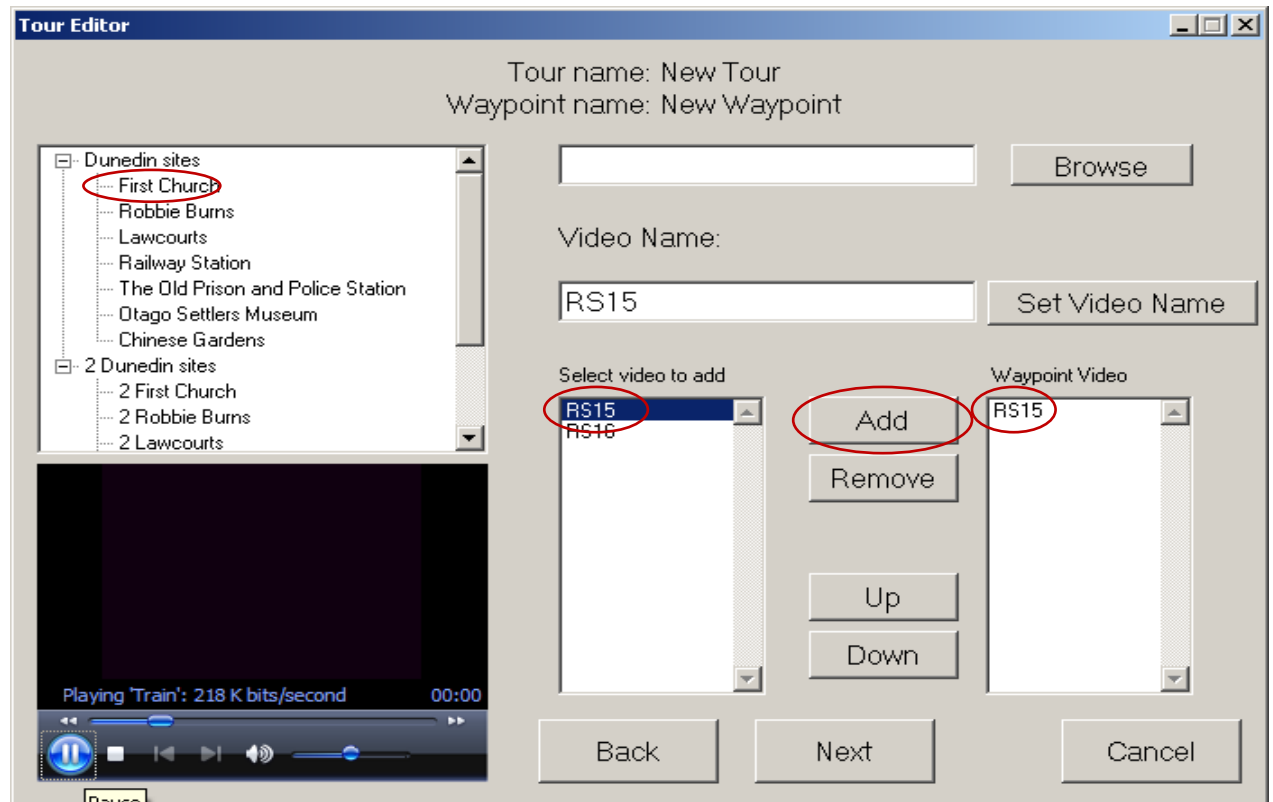
To rename an audio file select the audio file in the Waypoint Audio box you want to change the name of. The name will be displayed in the Audio file name text box you can change its name by pressing the Set Audio Name button.



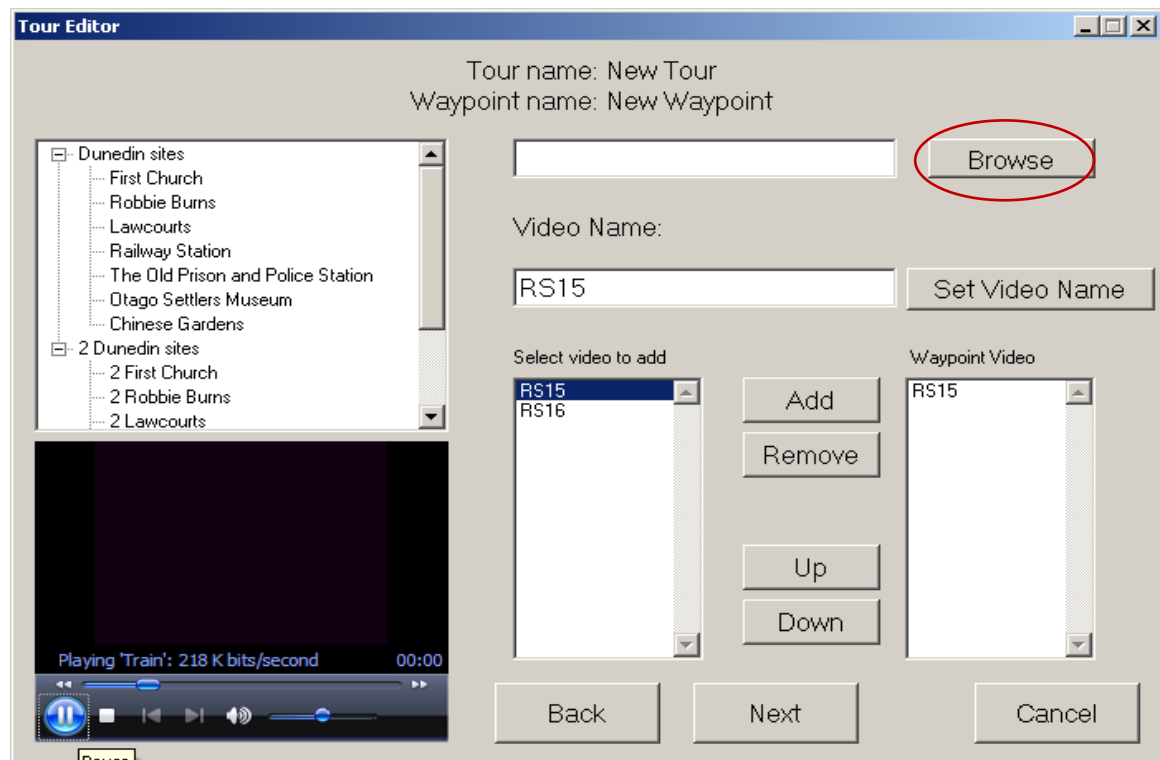
Once you have finish adding, removing, reordering and renaming the audio files press Next.

9. To add a video clip you can either add one from an existing waypoint or browse to the video clip using the Browse button.

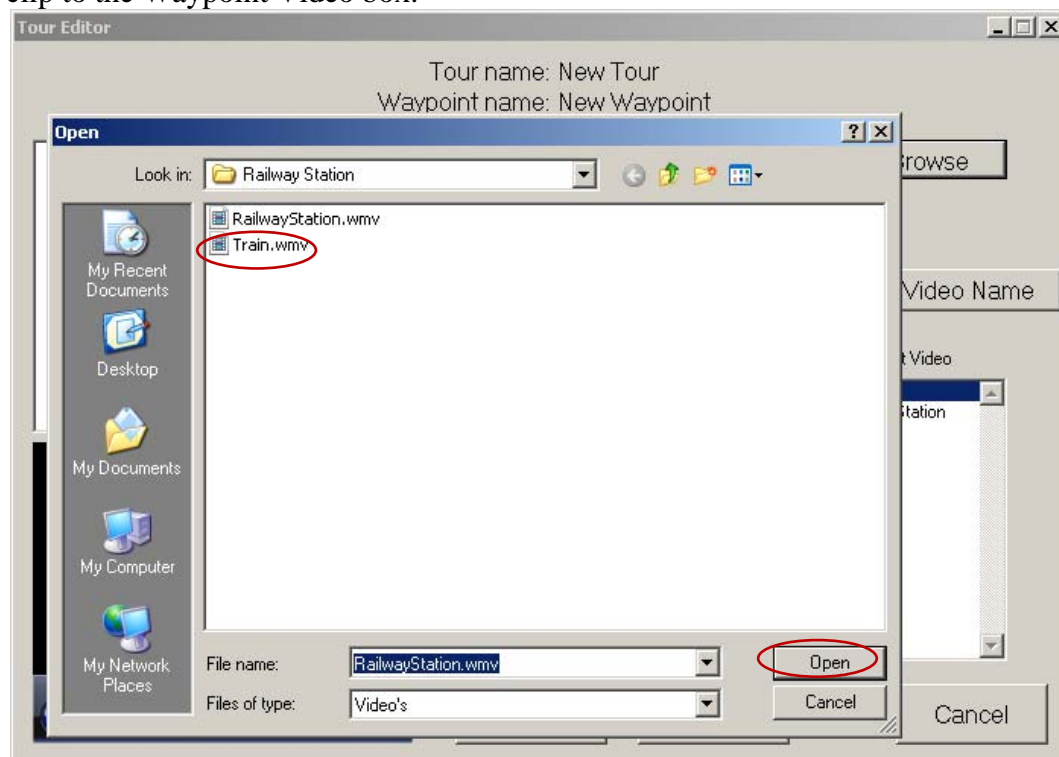
To add video clips from an existing waypoint select the waypoint from the waypoints box. This will populate the Select video to add box. You can select any video clip from this list and it will be played. When you have selected the video clip you want press the add button. This will add it to the Waypoint Video these are the video clips for the waypoint you have created. Note if you selected an existing waypoint when on the waypoint page the existing video clips names for that waypoint will be displayed in the Waypoint Video box.



To add a video clip from a folder press the Browse button this will open a dialog box.



Select the video clip you want and double click it or press open this added the video clip to the Waypoint Video box.



Tour name: New Tour
Waypoint name: New Waypoint

Open

Look in: Railway Station

My Recent Documents
Desktop
My Documents
My Computer
My Network Places

railway_station.jpg
 railway_station_1.jpg
 railway_station_1_btn.jpg
 railway_station_2.jpg
 railway_station_2_btn.jpg
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 railway_station_13.JPG
 railway_station_13_btn.jpg
 railway_station_14.JPG
 railway_station_14_btn.jpg
 railway_station_15.JPG
 railway_station_15_btn.jpg
 railway_station_16.JPG
 railway_station_16_btn.jpg
 railway_station_btn.jpg
 railway_station_8_btn.jpg
 railway_station_9_btn.jpg
 railway_station_11_btn.jpg
 railway_station_12_btn.jpg
 railway_station_13_btn.jpg
 railway_station_14_btn.jpg
 railway_station_15_btn.jpg
 railway_station_16_btn.jpg

File name: railway_station.jpg

Files of type: Images

Open

Cancel

Tour Editor

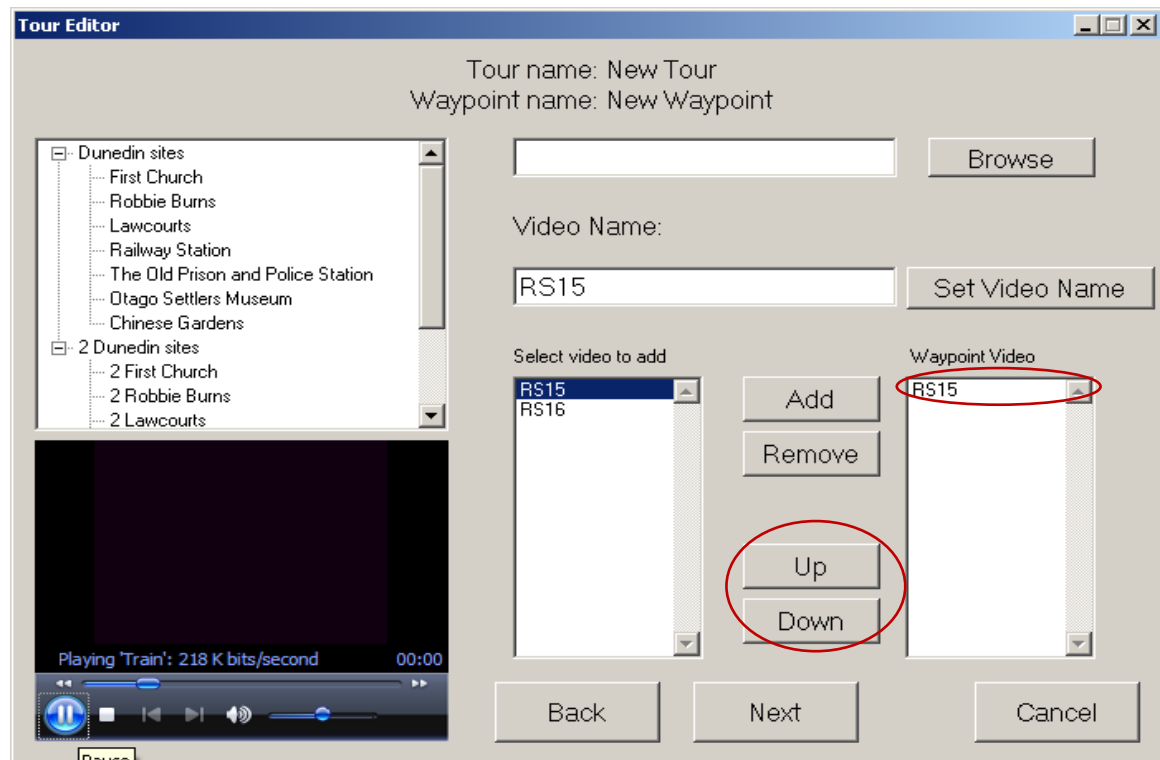
Tour name: New Tour
Waypoint name: New Waypoint

Video Name:

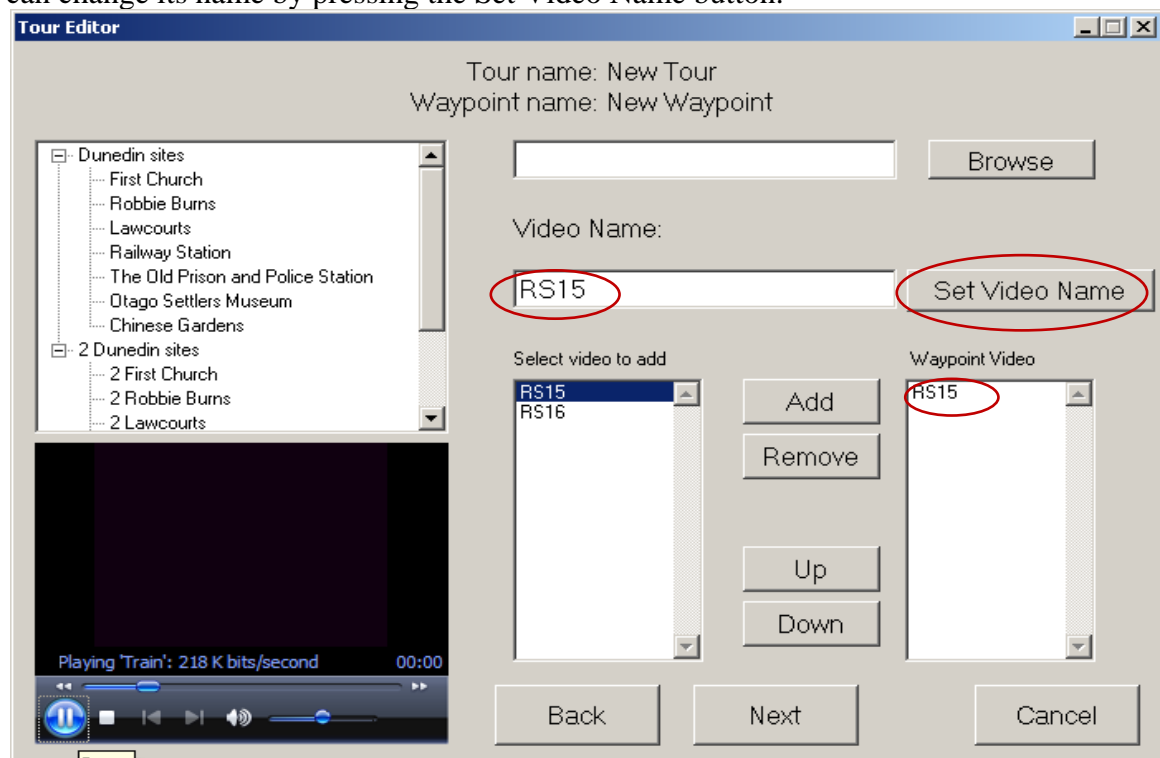
Select video to add

| Select video to add | | Waypoint Video |
|---------------------|---------------------------------------|----------------|
| RS15 | <input type="button" value="Add"/> | RS15 |
| RS16 | <input type="button" value="Remove"/> | |
| | <input type="button" value="Up"/> | |
| | <input type="button" value="Down"/> | |

To change the order of the video clips select the video clip in the Waypoint Video box you want to move up or down and press the up or down button.



To rename a video clip select the video clip in the Waypoint Video box you want to change the name of. The name will be displayed in the Video clip name text box you can change its name by pressing the Set Video Name button.



Once you have finish adding, removing, reordering and renaming the video clips press Next.

Confirm page

This page is there to allow you to see what you have created in a Waypoint.

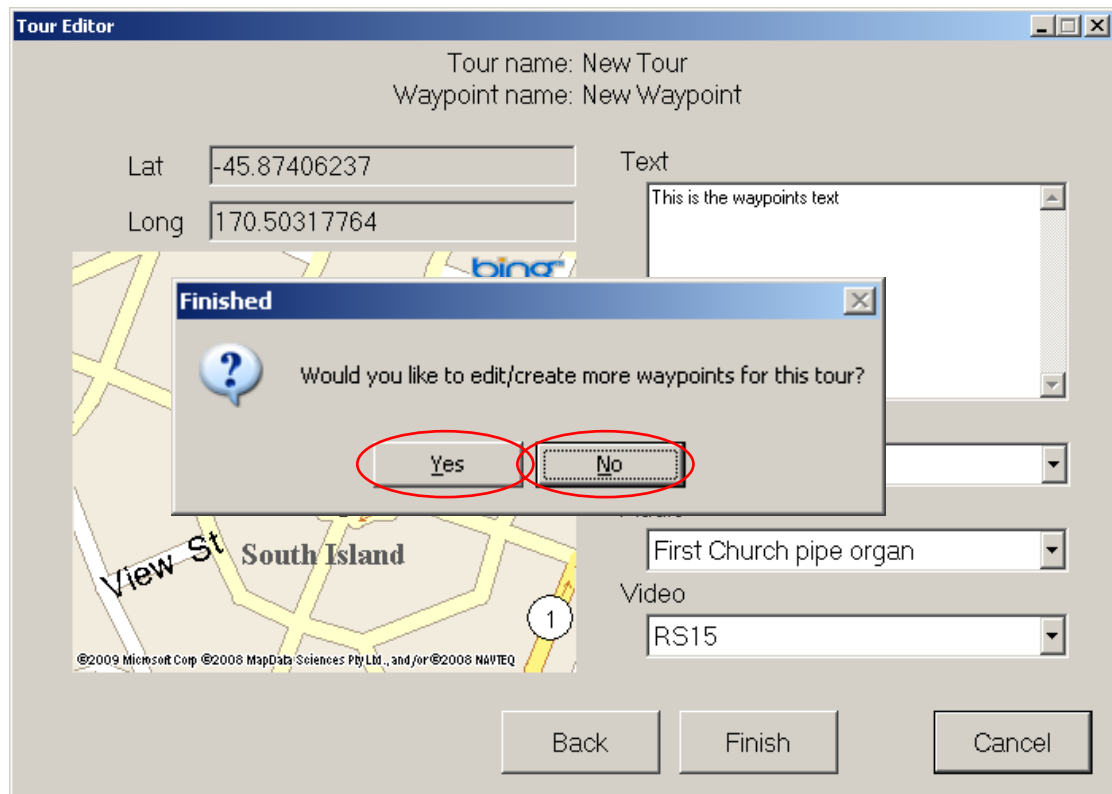
This page shows you what Latitude and Longitude information belongs to the waypoint and what text, pictures, audio and video belong to the waypoint. Also the MapPoint image allows you to see where about the waypoint is located.

Clicking on the Back button will take you back to the video page.

Clicking on the Cancel button will cancel what you have done with this waypoint.

The screenshot shows a software window titled "Tour Editor". At the top, it displays "Tour name: New Tour" and "Waypoint name: New Waypoint". Below this, there are input fields for "Lat" with the value "-45.87406237" and "Long" with the value "170.50317764". To the left of these fields is a map showing a street grid in Dunedin, New Zealand, with a blue square marker labeled "New Waypoint" and the city name "Dunedin" and "South Island" visible. To the right of the map and coordinates are four dropdown menus: "Text" with the value "This is the waypoints text", "Pictures" with the value "FC1", "Audio" with the value "First Church pipe organ", and "Video" with the value "RS15". At the bottom of the window are three buttons: "Back", "Finish", and "Cancel". The "Finish" button is circled in red.

7. Click on the Finish button if you are happy with the contents of the waypoint. A message box will appear.



8. Click Yes if you would like to create more waypoints for this tour. This will take you back to the waypoint page.

Or

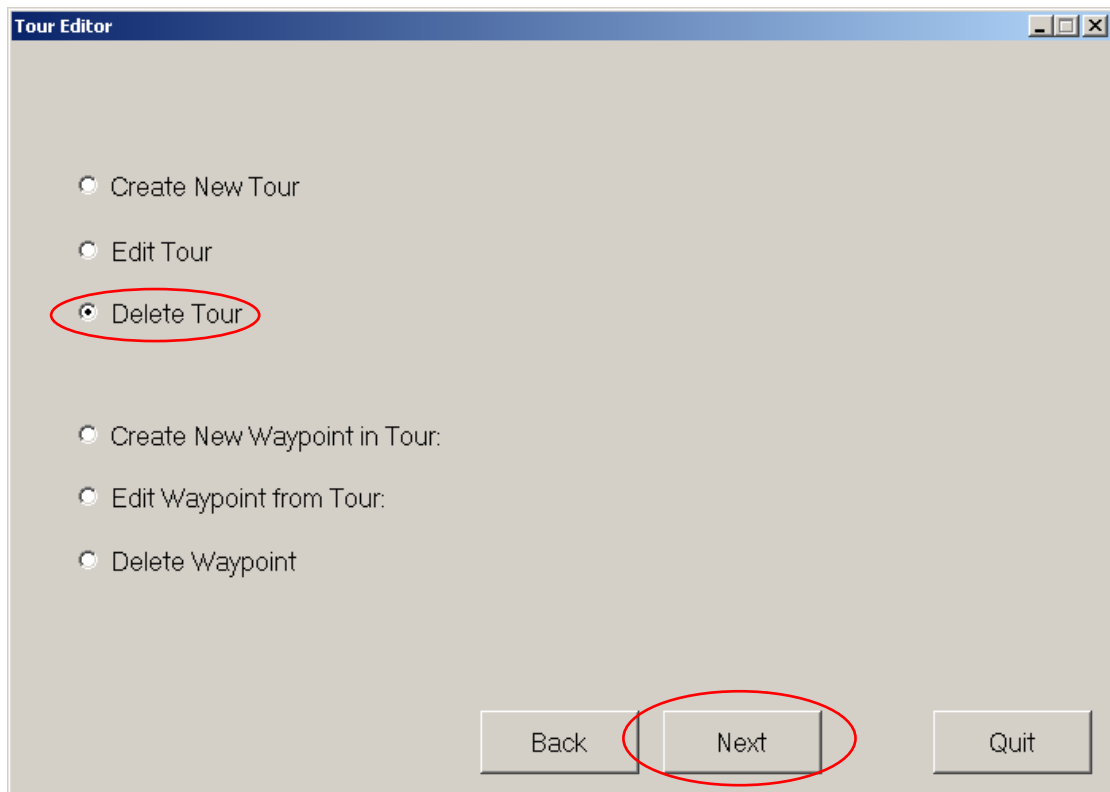
5. Click No if you don't want to create anymore waypoints for this tour. This will tack you back to the start page.

Note: both options will commit the changes made to the waypoint and right the information out to the XML file.

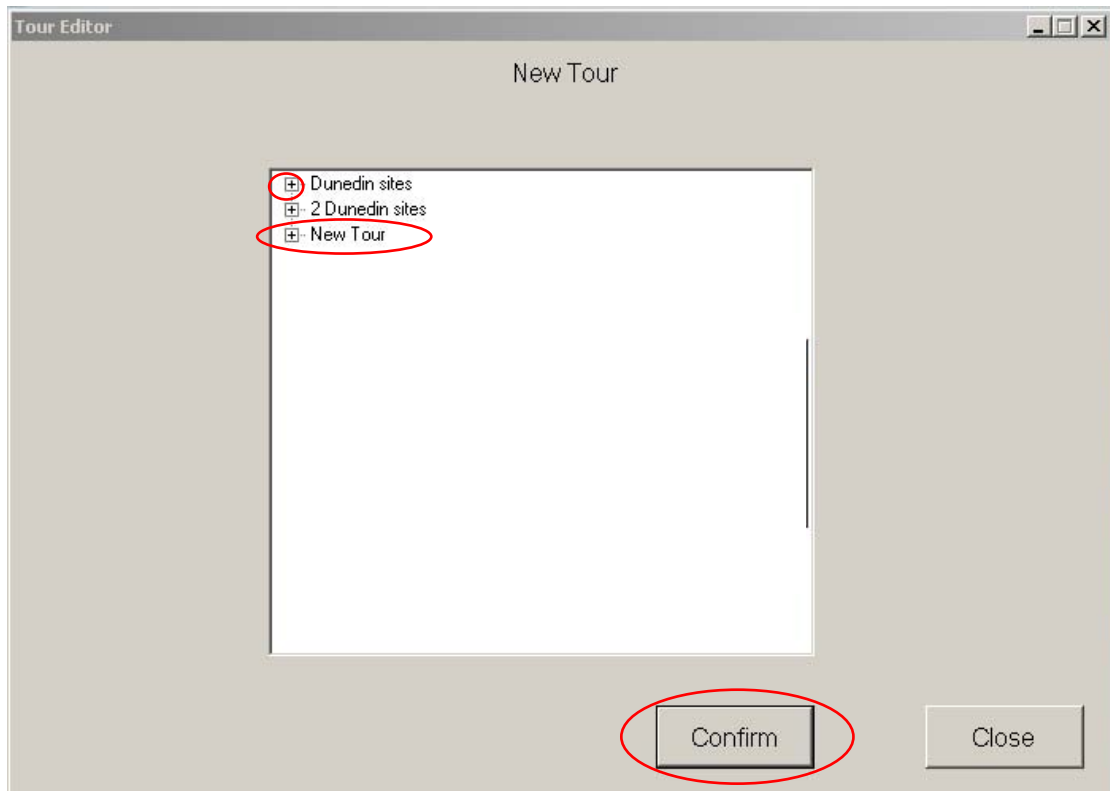
Delete a Tour

This Page is used to delete a tour.

Note: Once the tour is deleted the tours data and all waypoints data that belong to that tour will be lost.



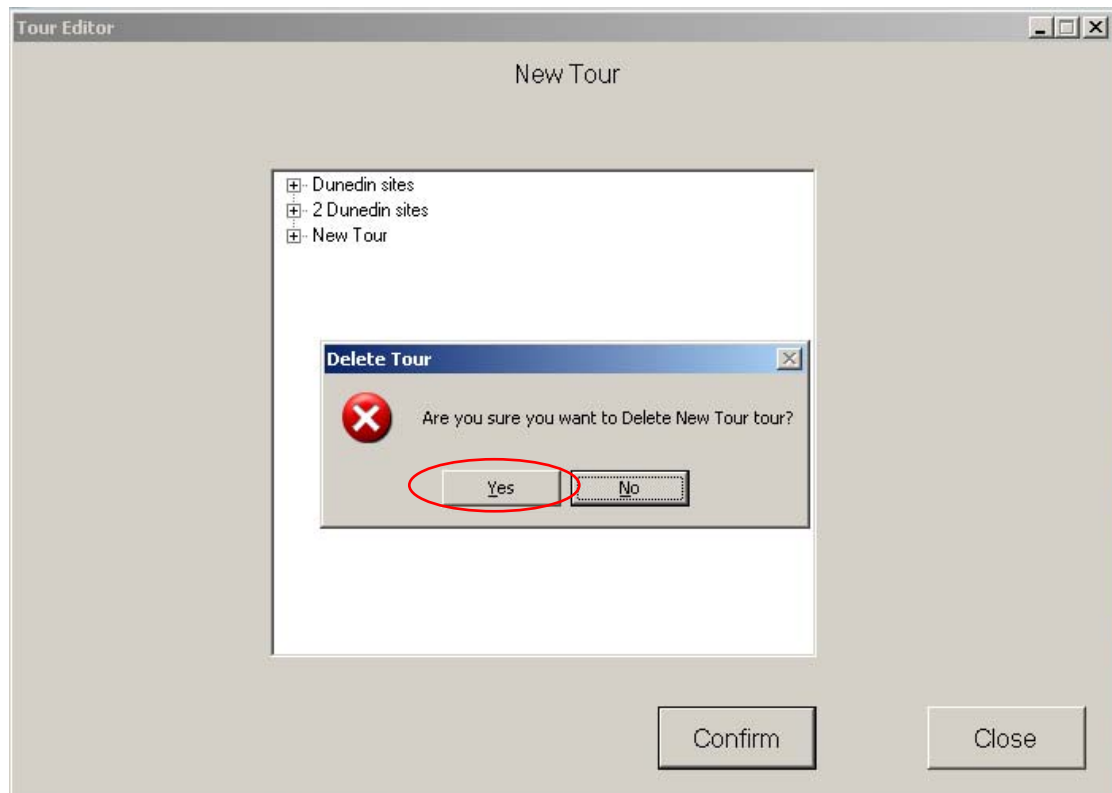
1. Select the *Delete Tour* Radio Button.
2. Then select the *Next* button. The Delete Tour Page will then be displayed.



3. Select a Tour that you want to delete by clicking on the tours name.

Note: you can select the “+” icon beside the tour name to expand the tree view and see what data that tour holds.

4. Select the *Confirm* button. A message box will appear.

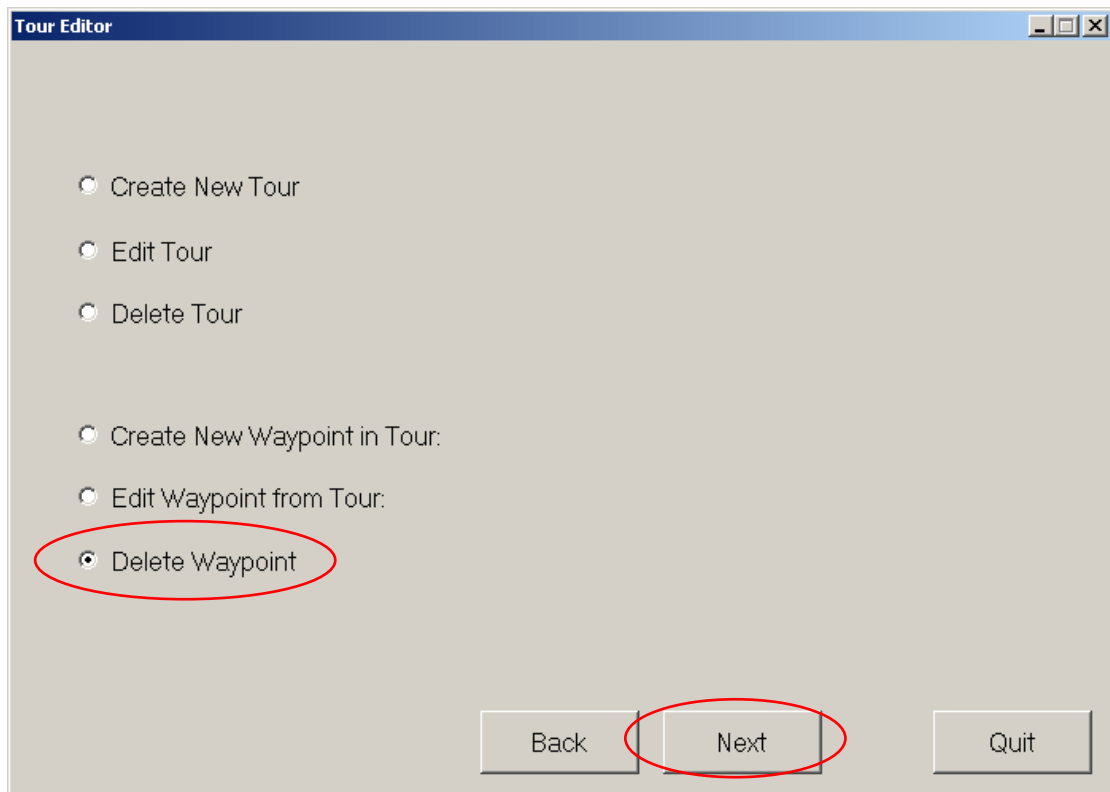


5. Select *Yes* if you are sure you want to delete the tour. The message box will then disappear and the tour will be deleted.

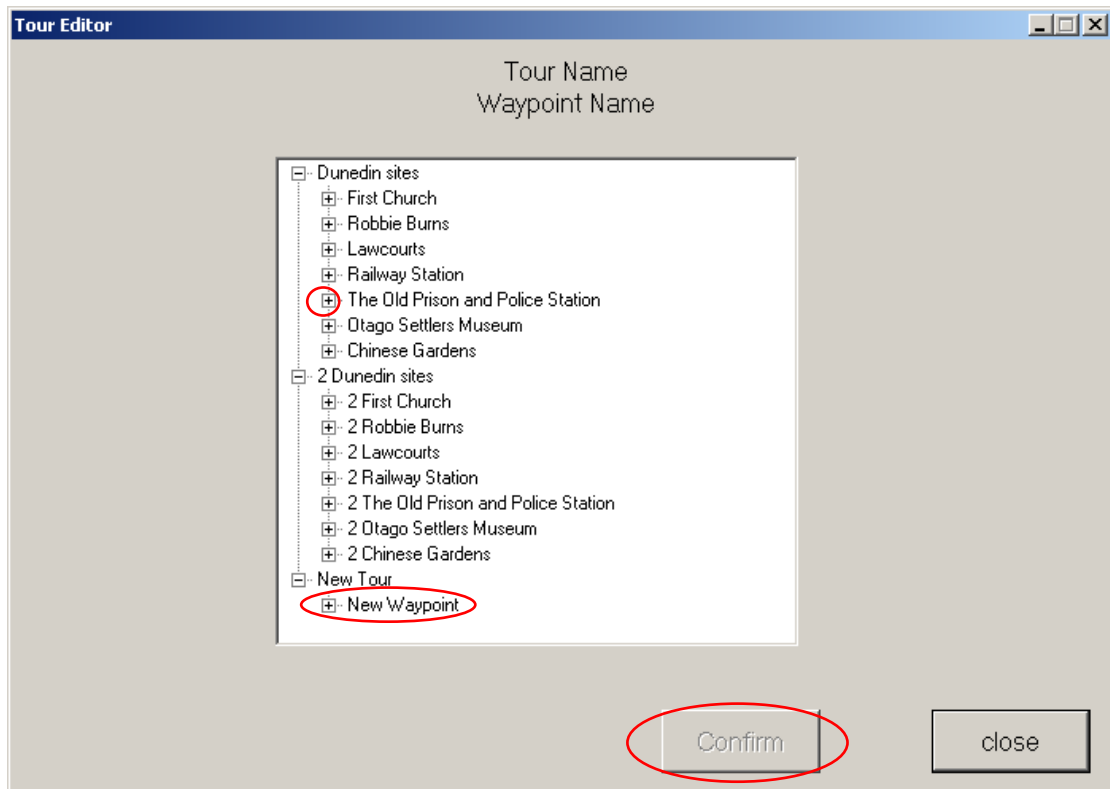
Delete a Waypoint

This Page is used to delete a Waypoint.

Note: Once the Waypoint is deleted the Waypoint data that belong to that Waypoint will be lost.



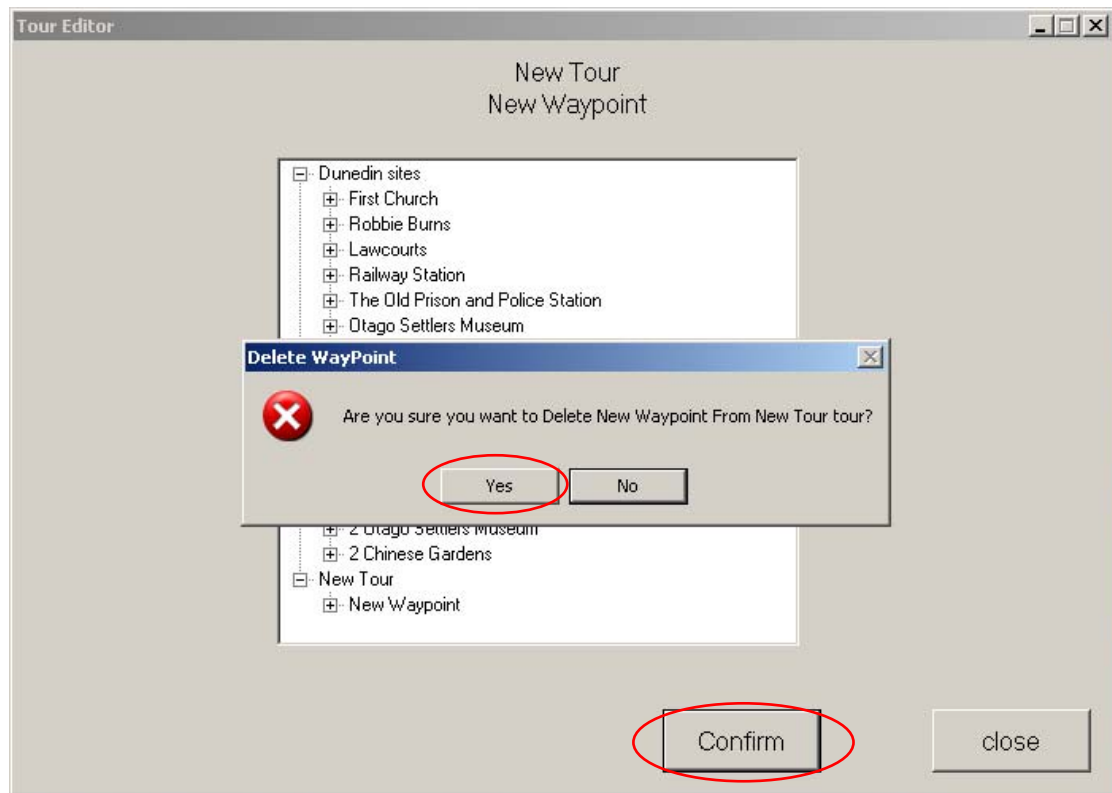
1. Select the *Delete Waypoint* Radio Button.
2. Then select the *Next* button. The Delete Waypoint Page will then be displayed.



3. Select a Waypoint that you want to delete by clicking on the Waypoints name.

Note: you can select the “+” icon beside the tour name to expand the tree view and see what data that Waypoint holds.

4. Select the *Confirm* button. A message box will appear.



5. Select *Yes* if you are sure you want to delete the Waypoint. The message box will then disappear and the Waypoint will be deleted.